

2002
Cincinnati
Bengals
Defense

Defensive Information

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2002 Lottery Numbers - Top 3

15	Fumble Recoveries
22	Interceptions
37	Take Aways
52	Sacks
69%	3rd Down Defense
86 Yards	Rushing Defense
280 Yards	Total Defense
14 Points	Scoring Defense
62%	Red Zone Defense

Philosophy Of Defense

Our main objectives on defense are to keep our opponent from scoring and to gain possession of the football for our offense with good field position. **The “Best” defensive unit in the National Football League is measured by the number of points scored against it. TEAM DEFENSE** is the product of everyone’s “best effort”. Each player must know his assignment and carry out his assignment in order that the defense may function as a unit. **The primary consideration is for our defense to take the ball away from our opponent in one of two ways:**

1. Force them to give up the ball on downs
 - A. Hold your opponent to 3 yards or less on first down
 - B. Eliminate mental errors and resulting “Big Plays”
 - C. Play TEAM DEFENSE and eliminate “Big Plays”
 - D. Tackle

2. Force a Turnover
 - A. Knock the ball loose by gang tackling – force a fumble or strip the Ball
 - B. Pressure the QB to throw early – HURRY, BATTED PASS, INTERCEPTION, PASS BROKEN UP
 - C. Cover receivers tight to make the QB hesitate – SACK – FUMBLE or INTERCEPTION

As we successfully achieve these two objectives our ultimate goal of limiting the number of points scored against us will become an attainable goal.

Run Defense

Our goal is to keep the gain to a minimum and prevent a long run. Any long run can be traced to the defense being “split”, Missed tackles or Improper pursuit. It is essential to our defense that every man **STAYS ON HIS FEET!**

To accomplish this you must:

1. SEE the blocker
2. NEUTRALIZE him – Move your feet
3. LOCATE the ball
4. SHED the blocker – Move your feet
5. ATTACK the ball carrier and tackle aggressively
6. KNOCK HIM BACK

We must win on first down by allowing three yards or less. Our success in doing this will depend on how well we tackle. We must meet the ball carrier near the line of scrimmage and stop his forward progress. Always “Knock Him Back”

Pass Defense

his starts by combining pressure on the passer with jamming and disrupting the timing of receivers and their patterns. We must communicate to be effective in pass coverage. "Talk" code words, "Ball" call and "Hand Signals" are the responsibility of everyone in our secondary. Our basic theory is to mix man to man and zone alignments, this will create uncertainty for opposing QB's and receivers. Nowhere is the concept of team defense more evident than in pass defense. The coordination between **pressure** on the passer by our line, and tight coverage by our secondary will produce interceptions, sacks and the ability to control our opponent.

Team Defense

lot of things are necessary to have a great defensive football team.

INTELLIGENCE – KNOW YOUR DEFENSIVE ASSIGNMENTS

- A. Eliminate the possibility we might "beat" ourselves
- B. To play our best, other team members must have confidence in you and they must feel that you are a "team player". A player that is out of pattern and allows the team defense to break down cannot be considered a "team player." Getting blocked is one thing, but getting the other 10 men beat simply because you don't know what to do is **inexcusable**.
- C. Eliminate any reason for hesitation. You must be a confident player.
- D. Accept your role in the team defense called and execute it to the best of your ability.

TECHNIQUE SOUND - WORK HARD TO PERFECT DEFENSIVE TECHNIQUES WITH PRACTICE

- A. Perfect your techniques to the point they are instinctive reactions
- B. Work extra on your weaknesses

AGGRESSIVE – BE MENTALLY AND PHYSICALLY TOUGH

- A. Defensive football always has and always will be a test of contact courage. Ability alone will not be enough. The surest way to win is to **physically** defeat and intimidate your opponent. Go after them every down – challenge your opponent.

INTENSITY – PLAY HARD EVERY DOWN

Everyone must play to the level of their ability. "Making the team" is not enough. Contributing to a GREAT DEFENSIVE TEAM has got to be our goal.

The Approach To Successful Team Defense

WORK

While we feel that there are many things which can contribute to a successful team defense, by far the most important is for all defensive players to be fundamentally sound in the techniques of their individual position. No matter what our defensive alignments or philosophy, our defense will be only as strong as the individuals that make it up. Each player must constantly strive to improve the individual techniques he must perform. A team plays the way it practices. Each practice should be a challenge for self improvement in some phase of defensive technique. We want our defensive personnel to be analytical and recognize the areas where they need work. We want them to spend extra time on their weaknesses. Remember, practice does not make perfect, only perfect practice makes perfect. Practice with as much "gamelike" tempo as possible – at all times.

B. **VARIATION ON DEFENSIVE DESIGN**

- Our defenses are so designed as to provide our front line with sound variations in location and intensity of charge and also variation in numbers of rush men.
- Our secondary is also provided a variation of patterns. Pass defense includes man for man, zone and combination coverages. If our backs execute our coverage properly, we will present problems to the offensive QB's and receivers. We expect that by performing these different maneuvers, we will create doubt in the players' minds as to the type of coverage to expect; thus, reducing the number of pass patterns that a QB has confidence in using. We will also vary our support pattern on the running plays. By doing so it enables us to destroy the organization of a run; thus, causing confusion which can cause an offense to lose its poise and assurance.

C. **ATTITUDE**

- We must develop an attitude that nothing will keep us from becoming the "Best". We as a team will do "whatever it takes" to achieve our goal – Winning the championship. Within the pattern of our defense, You – make the play that sets the tempo for our defense. To be the best we have to be aggressive. But in doing so, we have to have an intelligent approach. We must be a team that **attacks** and **forces errors** by **relentless pursuit**. We must punish the ball carrier by converging and swarming.
- Football is a test of a man's mental and physical toughness. Ability alone is not enough. The success of our defense requires your DEDICATION, CONCENTRATION and PRIDE in our unit. Make a commitment to these goals and you will be part of a great defense.

DEFENSIVE SCORING

The margin of winning in many close games has been the result of the defense scoring by:

1. Intercepting a pass and returning it for a touchdown
2. Recovering a fumble with a runback for a touchdown
3. A Safety

To intercept a pass or recover a fumble close to the opponents goal line often means the difference in a close game. To have their offensive plans backfire can be a damaging blow to a team and sometimes leads to total collapse. When the turnover ratio is on the **plus side**, you are playing winning football. The greatest contribution a defensive unit can make to the team is to create a turnover and score; or at the very least, change the momentum of a game in our favor.

ADVERSITY SITUATIONS

In virtually every game, our defense will be faced with several difficult situations. We refer to these as "Adversity Situations," and the way we handle these three or four plays, or perhaps series of plays, will usually determine the outcome of the game. These "Adversity Situations" fall into several categories:

1. Our opponent is moving the ball against us and appears to be gaining momentum
2. Our opponent has possession inside our 15 yard line
3. Our opponent has gained possession in excellent field position (50 yd. Line to GL) through an interception, fumble recovery, long run, or blocked kick – "Sudden Change"
4. The last two minutes of the half or game and we are protecting the lead
5. "Sudden Death" – the overtime period of a game that ended in a tie

The way a team responds to these situations is an indication of an attitude. The Cincinnati Bengals approach will be to accept these trouble situations as a challenge and an opportunity to show our **defensive greatness**. Through concentration and commitment to a meaningful plan, we will be able to overcome these "Adversity Situations" and control the outcome of the game.

Cincinnati Bengals Defensive Personnel Packages

Base Package:

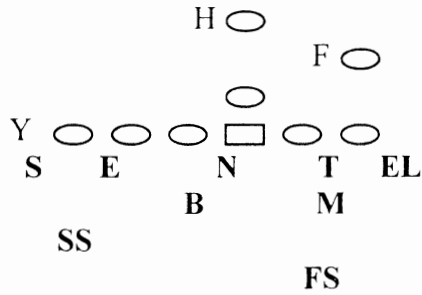
“BASE”

(Signal= Two Raised Fist)

S= Sam	EL= Elephant
B= Buck	
M= Mac	

Z ○

C



X

○

C

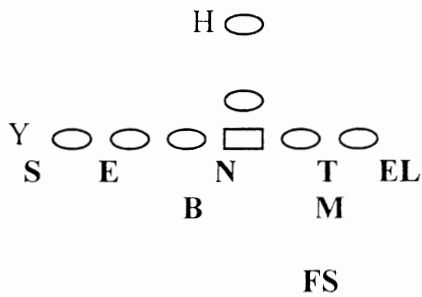
3-4-3 Package:

“BASE With A Third Corner”

(Signal= Raised Pinky Finger)

W ○

C



Z ○

PN

X

○

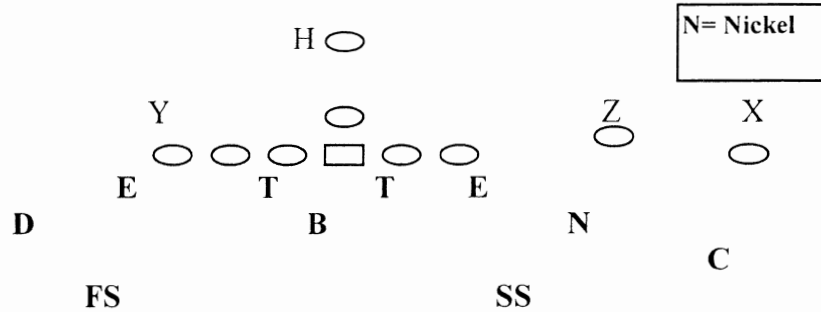
C

Nickel Package

(Signal: Raised 2 Fingers)

W ○

C



N= Nickel

Z ○

N

SS

X

○

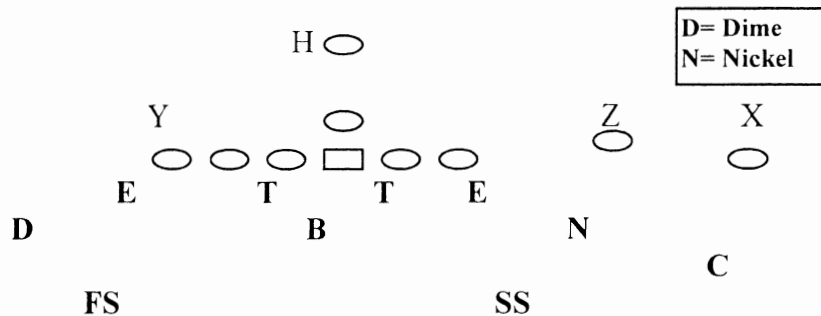
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Dime Package

(Signal: Raised 1 Finger)

W ○

C



D= Dime
N= Nickel

Z ○

N

SS

X

○

C

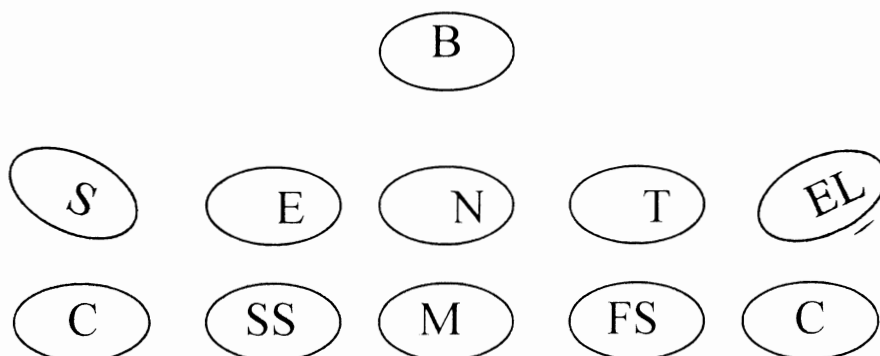
NAMES OF OFFENSIVE POSITIONS

F -	Fullback
H -	Halfback
Y -	Tight End
Z -	Flanker
X -	Split End
U -	2nd Tight End in the Game
M -	3rd Tight End in Game or Move Man
W -	Third Wide Receiver
V -	4th Wide Receiver in the Game
R -	5th Wide Receiver in Game

TYPES OF OFFENSIVE PERSONNEL AND FORMATIONS

REGULAR -	2RB, 1TE, 2WR
ACE -	1RB, 2TE, 2WR
TENS -	2RB, 2TE, 1WR
CLUBS -	1RB, 3TE, 1WR
KINGS -	1RB, 1TE, 3WR
QUEENS -	2RB, 0TE, 3WR
FLUSH -	1RB, 0TE, 4WR
STRAIGHT -	0RB, 1TE, 4WR
ROYAL -	0RB, 0TE, 5WR
JACKS -	3TE Within the Wing Position, 2RB, 0 WR
POKER -	Refers To Any New, Unusual Offensive Set

Basic Huddle Alignment



Front Row (S, E, N, T, EL)

- Nose - Set the huddle two yards from the ball
- Feet shoulder width and parallel
- Hands on knees and eyes on signal caller
- Outside Backers faced in at 45 degrees

Back Row (LC, SS, M, FS, RC)

- Hands on hips or at sides (don't lean on the player in front of you)
- Feet shoulder width and parallel

Signal Caller (B)

- Line up facing the huddle

A) Formation of the Huddle

- 1. **Form huddle quickly** - Do not be the last man. Always be alert for a quick huddle or a no huddle by the offense.
- 2. **Strong Safety** - Step in and give down and distance. Example: "2nd and 8". Be alert to what offensive personnel are coming on the field.
- 3. **Signal Caller** - Does the **TALKING**. All other Listen! Look at him. Signal caller talks straight out -- not up in the air or down at the ground. See everyone.

3) Procedure for Calling the Defense

- 1. Our defensive call will consist of 2 to 4 segments.
 - Front
 - Line technique.
 - Coverage.
 - Additional emphasis and responsibility within basic coverage.

C) Breaking the Huddle

- 1. After completing the defensive call, signal caller will say: "READY - BREAK". Unit will clap hands on "BREAK".
- 2. After break, face offensive huddle and align in approximate position for defense called. Be looking at the offense as they break the huddle.
- 3. Free Safety will identify the offensive personnel.
- 4. Free Safety will recognize and call out the offensive strength. Strong Left (Lou) Strong Right (Roy)
- 5. Weak Corner will make the force call when he is involved in primary force
- 6. Buck - Make "Closed" or "Open" call to identify location of TE only if significant.
- 7. Free Safety - Make coverage and strength reminder (Red Lt.) Make any adjustment calls (Motion or Shift)
- 8. Safeties - Will watch offense break huddle and make the force call to the side of his alignment.

Example #1 WIDE 7 OPEN

- 1. WIDE describes the front, alignment, charge and run responsibility
- 2. 7 OPEN describes the coverage

Example #2 WIDE ED DOG RUSH 1

- 1. WIDE describes the front
- 2. ED describes the line stunt
- 3. DOG RUSH describes the chargers
- 4. 1 describes the coverage

Example #3 WIDE DEUCE 63

- 1. WIDE DEUCE describes the front
- 2. 63 describes the double digit coverage

Example #4 STRONG SCRAPE FIRE ZONE

1. STRONG describes the rules of the defense And The Front
2. SCRAPE describes the Blitz Pattern
2. FIRE ZONE describes the coverage technique

Defensive Calls and Responsibilities

A) One of the Linebackers will be designated as our defensive signal caller. The defensive signal callers responsibility is:

1. Call of base defense (front line) and pass coverage

The Strong Safety's responsibility is:

1. Down and distance - make sure that the total defensive unit is aware of defensive situation

B) Other Defensive call responsibilities:

1. OUTSIDE LINEBACKER
 - a. Will always acknowledge the force call to your side
2. BUCK - Closed side inside linebacker
 - a. Open right/ left - To Set The Front
 - d. Motion recognition
3. DEFENSIVE SECONDARY
 - a. Free Safety must call strength of formation (Roy/ Lou) and any strength change
 - b. Strong Safety will call force to his alignment
 - c. Weak Corner or Inside Corner will call force to his alignment. When Applicable
 - d. In addition to our verbal communication we will use hand signals
 - e. OLB should echo calls and acknowledge they have the call
 - f. Free Safety will make a coverage and strength reminder (Red Lt./ Rt.)
 - g. Free Safety will make any adjustment calls to change of strength or shifting
4. Defensive Check Offs
 - a. recognition of "Exotic" formations and any coverage change associated with those formations are the responsibility of everyone
 - b. Linebackers and Deep Backs - Communicate
You must relay the coverage change both by audible and visual signals. As a secondary, we must make certain that everyone knows the defense we will play. Eliminate any possible mental error by talking to each other

- c. Inside linebacker will make the call to change our front stunts or games. The call will be made by giving an audible signal - "IOWA" - to alert our line and linebackers to the change. **Repeat call twice**
- d. All changes must occur quickly! This requires concentration and communication by every one. Remember, we have no secrets on defense.
- e. If motion across formation and no change of strength - Free Safety call "Play It"
If Shifting and no change of strength - Free Safety call "Play It"
Lou", "Stay Lou", or "Roy". If shifting and change of strength - Free Safety Will
Make The Appropriate Check
- f. "Odd" Coverage Vs Slot Set Safeties Can Remind Corners With A "Run" Call

Defensive Terminology

A) GENERAL TERMS

- **Sam** - Outside Backer on “Two” receiver side (Strong Outside Backer)
- **Will** - Outside Backer on “One” receiver side (Weak Outside Backer If Okie Is In The Game)
- **Elephant** - Defensive End Aligned To The Open Side (Technique Determined By The Huddle Call)
- **Tackle** - Defensive Tackle Aligned To The Open Side (Technique Determined By The Huddle Call)
- **Nose** - Defensive Nose Tackle Aligned Closed (Technique Determined By The Huddle Call)
- **End** - Defensive End Aligned To The Closed Side (Technique Determined By The Huddle Call)
- **Buck** - Inside linebacker aligned to closed side (Tight End Side)
- **Mac** - Inside linebacker aligned to the open side (Split End Side)
- **Nickel** - Refers to 5th defensive back in Sub defense
- **Dime** - Refers to 6th defensive back in Sub defense
- **Red Zone** - Area of the field from the +20 to the +5 yard line
- **Goal Line** - Area of the field from the +4 to the Goal Line
- **Wide Side** - Term referring to the wide side of the field when the ball is on the hash mark
- **Short Side** - Term referring to the short side of the field when the ball is on the hash mark
- **Strong Side** - The side of the offensive formation having the two quick receivers (2 Receiver side)
- **Weak Side** - The side of the offensive formation away from the two quick receivers (1 Receiver side)
- **Closed Side** - The side of the offensive formation where the Tight end aligns
- **Open Side** - The side of offensive formation where normal wide receiver is split away from his tackle
- **Remaining Back** - The single back aligned in the backfield in a one back set
- **Near Back** - An offset back aligned to the Tight End in a one - back set
- **Far Back** - An offset back aligned to the open side in a one - back set
- **At Home Back** - Back that aligns in a position behind the center
- **Dog** - Any combination of a 5 man rush
- **Blitz** - Combination of 6 or more players assigned to rush the QB
- **Drop Back Action** - 3 Step - Quick Routes - QB = 5 yards
5 Step - Firm / Timed 10 - 12 yard routes - QB = 7 yards
7 Step - 15 - 18 yard or deeper routes - QB = 10 yards
- **Pro Set** - Regular formation with Z and Y on same side with X aligned opposite

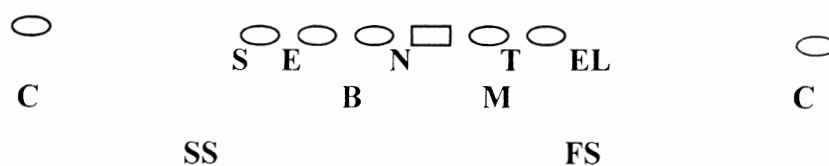
Slot Set	-	Any regular formation with X and Z aligned to the same side
Flip Set	-	Any regular formation with X and Z aligned to the same side but X is off and Z is on the LOS
Flow	-	Both backs moving to the strong side
Flood	-	Both backs moving to the weak side
Split Flow	-	One back moving strong, while the other goes weak
Counter Flow	-	Crossing action of the two remaining backs

3) OFFENSIVE PERSONNEL

Regular	-	Refers to 2 WR's, 2 RB's and 1 TE in the game
Ace	-	Refers to 2 WR's, 1 RB and 2 TE's in the game
Kings	-	Refers to 3 WR's, 1 RB and 1 TE in the game
Queens	-	Refers to 3 WR's, 2 RB's and 0 TE in the game
Tens	-	Refers to 1 WR, 2 RB's and 2 TE's in the game
Jacks	-	Refers to 0 WR, 2 RB's and 3 TE's in the game
Clubs	-	Refers to 1 WR, 1 RB and 3 TE's in the game
Flush	-	Refers to 4 WR's, 1 RB and 0 TE in the game
Straight	-	Refers to 4 WR's, 0 RB and 1 TE in the game
Royal	-	Refers to 5 WR's, 0 RB and 0 TE in the game
Poker	-	Refers to any new, unusual Offensive Set

2) DEFENSIVE PERSONNEL

Base	Refers to 4 Linemen, 3 Linebackers, 4 Defensive Backs
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1) SUB DEFENSIVE PERSONNEL

Nickel	-	Refers to 4 Linemen, 2 Linebackers, 5 Defensive Backs
Dime	-	Refers to 4 Linemen, 1 Linebacker, 6 Defensive Backs
Rover	-	Refers to 4 Linemen, 2 Linebackers, 6 Defensive Backs In A 3-2 Alignment
Penny	-	Refers to 4 Linemen, 3 Linebacker, 4 Defensive Backs (Corner For A Safety)
Goal Line	-	Refers to 4 Linemen, 6 Linebackers, 1 Defensive Back
Speed	-	Refers To 3 Lineman 2 Linebackers, 5 Defensive Backs And A Speed Player
Nascar	-	Refers to 4 Linemen All Rusher (DE's), 2 Linebackers, 5 Defensive Backs

D) FRONTS

A) Open Reduction

- **WIDE** Open reduction with Open Tackle in 3 technique, Nose in a Plus and the Closed End in a wide 5 technique. Elephant "7" Technique
- **WIDE DUECE** Open reduction with Open Tackle in 2 Tough technique, Nose in a Plus and the Closed End in a wide 5 technique. Elephant "7" Technique
- **STACK** Open reduction with Nose in Plus technique, Tackle in a 3 technique and the Closed End in a wide 7 technique, and Closed OLB in a stack align by coverage. Elephant "7" Technique
- **SWAP** Open reduction with Nose in 3 technique, Tackle in a Plus technique and the Closed End in a wide 7 technique, and Closed OLB in a stack align by coverage. Elephant "7" Technique

F) FRONT TERMS

- **Flow** Both backs moving to the strong side
- **Flood** Both backs moving to the weak side
- **Split Flow** One back moving strong, while the other goes weak (Basic Distribution)
- **Counter Flow** Crossing action of the two remaining backs
- **Ram** Stunt exchanging assignments between End and Inside Linebacker - End charges to B Gap Inside Linebacker fills C Gap on flow toward (Scrape Technique)
- **Bullets** Stunt exchanging assignments between End, Inside Linebacker, and Elephant - End charges to A Gap, Elephant charges to C Gap, and Inside Linebacker fills D Gap on flow his way. Elephant Has Bullets Read
- **ED** Stunt between Nose and Defensive End - End charges to A Gap. Nose plays Plus technique on run away from stunt. Stab off and scrape to B Gap on run to stunt or on pass
- **OUT** Alignment Change For The End In Our Stack/ Swap Fronts. Out Tells End To Align In A 9 Tech. On The TE Instead Of A 6

G) Rush Stunts (Charge by a Defensive Lineman or Linebacker to assist our pass rush)

A) Outside Linebacker Rush Stunts/ Elephant

- **RAM** Call given to put End in a hard inside charge in B Gap. .
- **BULLETS** Call given to put both “3” Tech. Tackle and Elephant in hard inside charges into A and C Gaps. Elephant read Tackle.
- X** Stunt where Elephant End runs Bullets on Snap. Elephant is under /pursuit player Tackle Tech. End plays Stab and contain vs. everything
- **FREEZE** Tackle (3 technique) slant into A Gap. Elephant will execute Bullets Technique (Come under all pass blocks). Nose play normal run technique but contain rush to the side of the 4th rusher. (Wide Freeze)

H) VERBAL ALERTS AND CALLS

- **STAY** Call made indicating we have set our defense and motion will not change it (Dogs/ Blitzes)
- **“YOUR RUNNING” (“ODD”)** Term telling Corners to line up on Wide Receivers (Corners over vs. Slot)
- **“CHECK”** Automatic call alerting the Secondary and Linebackers that we are going to change our pass coverage - This call will be followed by the new coverage
- **RAY** A call to direct our Secondary with Cloud rotation to our Right
- **LEX** A call to direct our Secondary with Cloud rotation to our Left
- **RALPH** Secondary rotation to our right with Right Safety playing Hook - Curl (Backer Force)
- **LARRY** Secondary rotation to our left with Left Safety playing Hook - Curl (Backer Force)
- **PLAY IT** Call alerting the Secondary and Linebacker to remain in the coverage called
- **BUMP** Term alerting pass defenders on motion that defenders will slide one man over to adjust to movement
- **“LOCK”** Term to alert all coverage defenders to stay on their man (“Him Coverage”)
- **LOU/ ROY** Terms denoting strength of the formation Lou - Left/ Roy - Right
Also used in Closed Zebra Zone Y to alert Nose of what direction to drop
(Wide Off 3 Backer)
- **COVER POSITION** Term referring to outside Backer moving his alignment out on a displaced receiver
- **BOS** Term referring to Backer adjusting his alignment to the strong side. (BOS - Backer Over Strong)
- **BOW** Term referring to Backer adjusting his alignment to the weakside. (BOW - Backer Over Weak)
- **QUARTERS** Call made to alert defenders to play cover 4
- **ZONE IT** Call made by DB in cover 6 to tell OLB to play quarters technique on #2 vs Cut Split Or Bunch Trips. This Will Also Change The Run Support. If #1 Cracks Then The Corner Will Take Over The Run Force And The Safety Will Play The Play Pass
- **CHANGE** Call made by Safety in cover 6 to tell OLB to play quarters technique on #2 vs True Trips
- **MY MOTION** Call made by defender in man coverage – identifying coverage and motion
- **TRIPS** Call made by Safety in cover 4 To Alert The Weak Safety To Help To The Trips Side If All Three Receivers Go Vertical
- **OSCAR** Call Made In All Man Coverages (Except Zero) Verse Tight Trips Bunch. Alerts The Strong Corner To Force The Run If #1 Cracks Inside. The Oscar Safety Will Pick Up #1 If He Releases Inside And The Corner Will Become Free
- **COWBOY** Formation Alert For A Shift Or Motion To An Oscar Look
- **ZOMBIE** Alert In Three Deep Coverage To Cut Splits By Wide Outs For Potential Cross Country Route

EMPTY	Call made to alert defense of no back in backfield. Alert to <u>QB Draw</u> & Pass
ONE BACK	Call made to alert the defense that the offense is in a one back set

) LINEBACKER TERMS

BUZZ	Term used to alert Outside Linebacker he has flat responsibility and does not have to hold off any 6 or 7 route
BANJO (2 on 2)	Term used to designate "In and Out" coverage on 2 Receivers. A man / man pass Technique with a DB and LB playing man / man on two receivers based on their release (Read Force)
TANGO (2 on 2)	A man/ man pass defense technique with two linebackers playing man/ man on two Receivers
LOCK (2 on 2)	A man/ man pass defense technique with two defenders playing man/ man on two receivers regardless of their release
COMBO (2 on 1)	A man/ man pass defense technique with two defenders playing man/ man on one receiver based on his release (Core Receiver)
COMBO ALERT SWAP	A three on two technique used by closed side outside linebacker , Buck and Mac on the Tight End and closed side Back or remaining Back in a One Back Set. (Cover 7)
CURL - FLAT	Technique in which defender is responsible to hold off any 7 route possibility then break up on any flat route (Deep To Shallow)
SWAP	An exchange in coverage responsibilities between the two inside linebackers
SPECIAL FORCE	Call made versus any formation that has an offensive player in the weakside "D" Gap when we are playing <u>Cover 7</u> . The weakside charge Linebacker will adjust to a "7" Technique Alignment.
DOG	Both Outside Linebackers rushing
TIGER	Both Inside Linebackers rushing
BEAR	The Inside and Outside Backer to the same side rush
"Fast Read"	Flow of backfield triangle which keys Backers to "Fast Flow" to Ball
"Slow Read"	Flow of backfield triangle in counter or delay action. Slow Down
"Direct Read"	Ball and backer coming right at you. hit it "Down Hill"
"SWITCH"	Call made to exchange responsibilities between a LB'er, Safety or Sub package personnel
BASIC	Okie 2 Gap responsibility, alignment for ILB involving B Gap responsibility (Outside Force) On play to, near "A" Gap on play away (Inside force)
SCRAPE	Technique for Inside Linebacker aligned to a 4 technique End involving either C (Outside Scrape) or D Gap (Wide Scrape) responsibility
BIRD	Technique of Inside Backer aligned to a 3 technique End
PLUS/ GAP	Technique of Inside Backer aligned to a off set Nose Tackle
WALK	Call made to OLB in zone coverage telling Linebacker to split the difference between the Wide Receiver and Offensive Lineman

J) DEFENSIVE LINE AND LINEBACKER TERMS

- OPEN LT./ RT. LOS call alerting line and linebackers that the Open side of the formation is LT. or RT.
- CLOSED LT./ RT. LOS call alerting line and linebackers that the Closed side of the formation is LT. or RT.
- RUSH LANES Two Contain Lanes (Outside)
Two Pressure Lanes (Inside)
- STEM Call given to down lineman alerting them to stem their alignment
- SPY Rush technique where defender will hesitate to let the first wave of the rush clear then pick his open area and rush in the face of the QB
- SCRAMBLE Call alerting defense that offense has shifted and we will reset our defense accordingly

K) SECONDARY COVERAGE TERMS

- SAMBO A man/ man pass defense technique with the two Defensive Backs playing man/ man on (2 on 2) two receivers based on their release
- HOLE A man/ man defense term telling a designated defender to cover area from tackle up to 6 yards deep
- DOUBLE A man/ man defense technique in which two Defensive Backs in/ out on one receiver (WR)
- SHORT / LONG A man/ man coverage technique in which two defenders (DB's) play man/ man short and deep on one receiver
- CURL - FLAT Technique in which defender is responsible to hold off any 7 route possibility then break up on any flat route
- CUT Double technique on widest Wide Receiver
- CONE Double technique on second widest Wide Receiver (Slot Or Motion WR) With The Corner Outside And The Safety Inside
- In/ Out Technique Used By A Defender Covering A Slot Receiver Where He Will Play An Inside Press Technique initially And Then Transfer To An Outside Leverage Position As The Receiver Pushes Downfield At A depth Of 8-10 Yards.
- Midnight Term Used In "Odd 49" When Corner Has Come Over To 2 Wide Receiver Side But We are Still Playing A Form Of ¼'s Black Coverage

CONNIE	Reverse Cone technique primarily used when doubling motion. (Safety Outside And The Corner Inside)
SLUFF	A man/ man pass defense technique in which a defender frees up from his original coverage to go help on another receiver (pass)
CHINA	Call given to alert inside player he has a delayed underneath route coming from outside-in into his zone
SEAM	Outside in technique on #2. Must carry vertically or to the flat. (Fire Zone Term)
FLOW	Four receivers to the strongside of the formation
FLOOD	Three receivers to the weakside of the formation
BASIC DISTRIBUTION	Three receivers strong, two receivers weak

RUN SUPPORT

SKY SUPPORT STRONGSIDE

Strong Safety -

Primary Force

Key - Through #2 to flow of backs – Alert to onside guard and tackle

Take alignment that will allow you to beat crackback. Read progression, react to run and meet lead blocker as quick and tough as possible.

- A. Strong Flow And #2 Blocks: Primary Support – Be alert to strong back for run or play pass
- B. Split Flow: #2 blocks – Sky Support - #2 Releases Onside – play coverage called
- C. Flood Action: Coverage Assignment

Outside Linebacker –

Plug Man

Key - #2 Onside guard and Tackle to flow of backs

Read progression, attack blocker (#2, pulling lineman)

At his depth and control him. Two-Gap Responsibility.

Do not take a side until runner commits. Coaching Point:

#2 blocks on you and releases for pass, Stay with him man to man (Usually short yardage situations)

- A. Strong Flow: Cutback (Plug)
- B. Split Flow: #2 blocks – Take cutback
- C. Flood Action: Take weak flow responsibilities of defense called

Strong Corner -

Secondary Force Man (Play Action – Pass Responsibility)

Key – 3 Step to flow of backs

Play pass first and run second

On sure run pursue Parallel to the LOS to tight end position,

Then support from outside in. Be alert for crack replace.

- A. Strong Flow: Take the strong flow responsibilities of defense Called
- B. Split Flow: Play coverage called
- C. Flood Action: Carry out weak support call

Diagram illustrating a network structure with nodes (circles and rectangles) and connections. Labels and arrows indicate specific components and relationships:

- C**: Arrow pointing to a node on the left.
- SS**: Arrow pointing to a node below **C**.
- S**: Arrow pointing to a central node.
- B**: Arrow pointing to a node to the right of **S**.
- M**: Arrow pointing to a node to the right of **B**.
- EL**: Arrow pointing to a node on the far right.
- FS**: Arrow pointing to a node at the bottom.
- Pursue Reverse Boot**: Arrow pointing to a node on the right.
- Force**: Text below **SS**.
- Key TE**: Text below **Force**.
- Secondary Force**: Text below **Key TE**.
- Plug**: Text below **S**.
- Spillage**: Text below **B**.
- Fill**: Text below **FS**.

Diagram illustrating a network topology with nodes and connections. The nodes are represented by ovals and rectangles. The connections are labeled with letters and terms:

- S**: Delayed Support
- SS**: Off TE Release
- C**: Secondary Force "Replace"
- B**: Spillage
- M**: Pursue Reverse Boot
- EL**: Pursue Reverse Boot
- FS**: Fill

The diagram illustrates a tactical scenario with several units and their actions:

- SS (Secondary Force):** Labeled "Force" and "Replace". It is positioned on the left side of the diagram.
- S (Plug):** A unit positioned in the center-left area.
- B (Spillage):** A unit positioned in the center-right area.
- M:** A unit positioned to the right of B.
- EL (Pursue Reverse Boot):** A unit positioned on the far right side of the diagram.
- FS (Fill):** A unit positioned at the bottom center of the diagram.

Arrows indicate movement or action paths between these units and other elements in the scenario.

Key:

- SS** Force Cover "F" **C** Secondary Force "Replace" Cover "Z"
- S** Plug
- B** Spillage
- M**
- EL** Rush Reverse Boot
- FS** Fill

Court Diagram:

The diagram shows a basketball court with a key, three-point line, and free-throw line. Player positions are indicated by circles. Movement paths are shown with numbered arrows (1-6) and letters (A, B, C, D, E, F, G, H, I, J, K, L, M, N, O, P, Q, R, S, T, U, V, W, X, Y, Z). The paths indicate a set play starting with a jump ball (1) and involving various cuts and passes (2-6) leading to a shot or layup (7-10).

Cloud Support Strongside

Strong Corner - Primary Support Man (Force Man)

Key - Through #2 to flow of backs – Alert to onside guard and tackle.
Read progression. If Z Sets to block on you, take him inside and support at an angle quickly. Shrink the cutback area. Meet lead blocker as quick and tough as possible. Be Aggressive – The Safety Will Play Off Of You. You Can Spill #1, But Always Squeeze #2

- A. Strong Flow And #2 Blocks: Primary Support man:
Be alert to strong back for run or play pass
- B. Split Flow and #2 Blocks: Cloud Support
#2 Releases: Play Coverage called
- C. Flood Action: Coverage Assignment

Outside Linebacker - Cut Back Man (Plug Man)

Key - #2 – Onside Guard and Tackle to flow of backs
Read Progression, attack blocker (#2, pulling lineman)
At his depth and control him. Two gap responsibility.
Do not take a side until runner commits. Coaching Point:
#2 blocks on you and releases for pass, stay with him man to man
(Usually short yardage situation)

- A. Strong Flow: Cutback area (Plug Area)
- B. Split Flow: #2 Block take cutback –
- C. Flood Action: Take weak flow responsibilities of the defense called

Strong Safety - Secondary support Man (Play Action – Pass Responsibility)

Key - #1 To Uncovered Offensive Lineman
Play the pass first, see the backfield action and #1 –Revolve
And pick up #1 for run/ pass. If #1 blocks on strong corner, support from Outside-in. (Replace) Fit Your Replace With The Corner's Force.

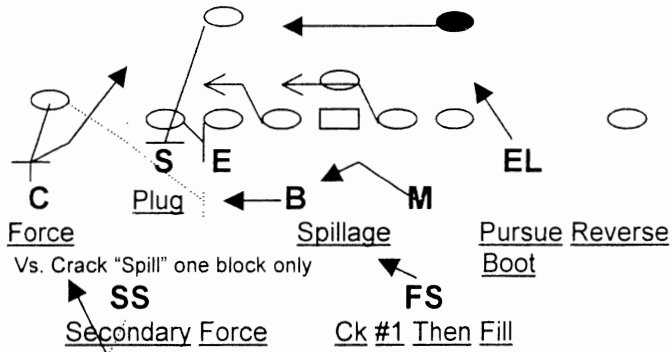
Free Safety

Key – Uncovered Lineman to flow of backs
Play pass first and run second. On sure run, React and fill to LOS.
Support from inside-out.

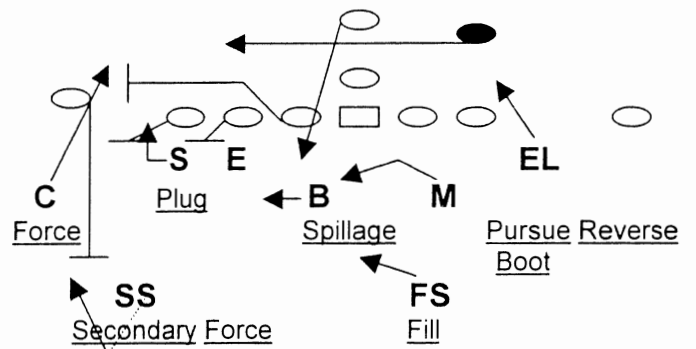
- A. Strong Flow: Take the strong flow responsibilities of defense called
- B. Split Flow: Play Coverage called
- C. Flood Action: Carry out weak support call

Cloud Support Strongside

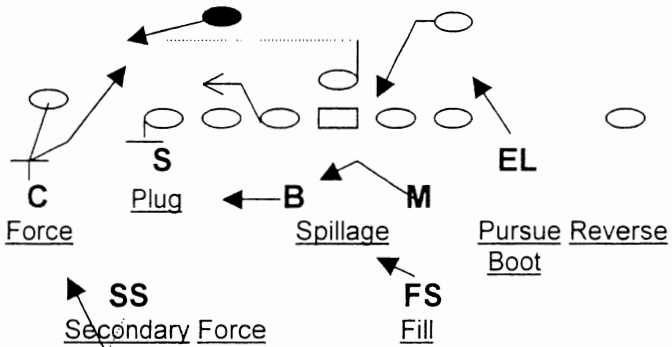
Cloud



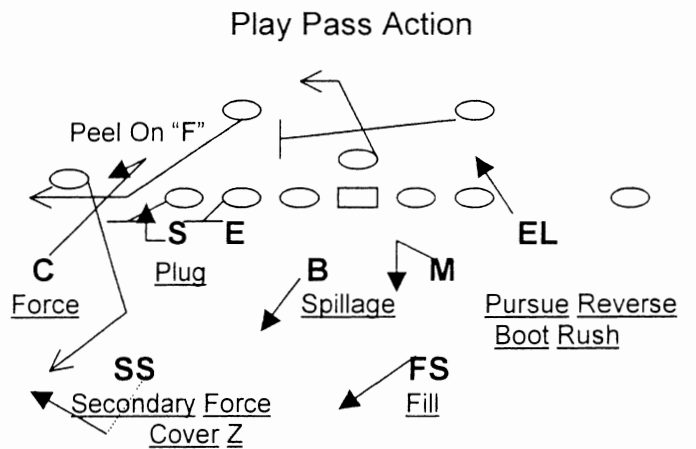
Cloud



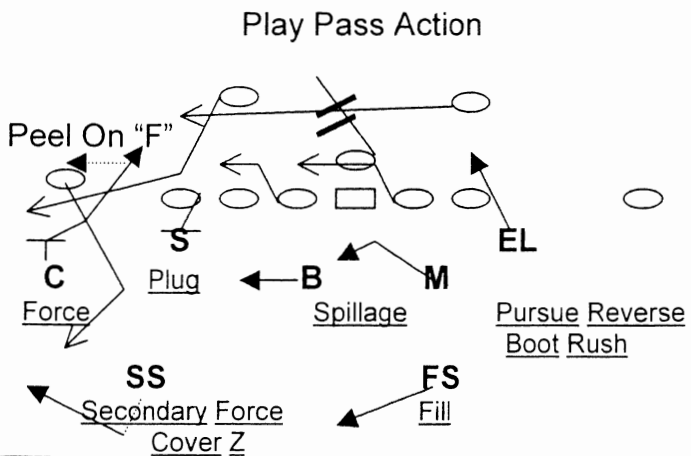
Cloud



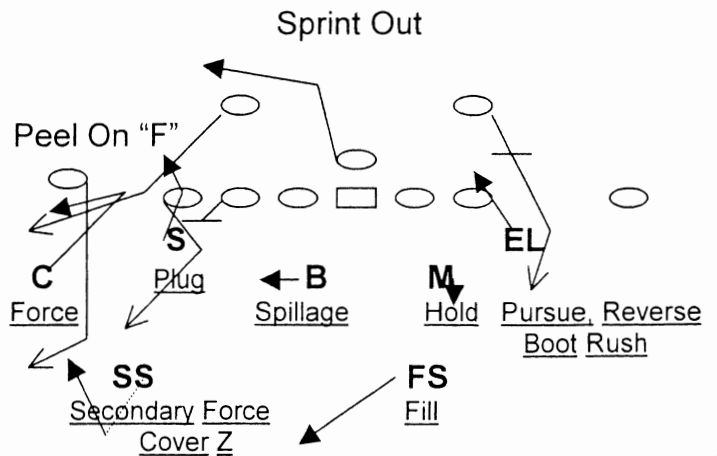
Cloud



Cloud



Cloud



Backer (Bronco) Support Strongside

Outside Linebacker & Elephant - Primary Support Man (Force)

Key - Through #2 to the flow of the backs – Be alert for onside Guard And Tackle

On snap, step up and see inside. Read progression and meet the lead blocker as quick and tough as possible. Cause ball carrier to make a sharp cutback to the inside. Stay on your feet.

CP –Down, Down, Down = Spill Technique

- A. Strong or Split Flow: Primary support man (Force)
- B. Flood Action: Take weak flow responsibilities of defense Called

Strong Safety – Cutback Man (Plug Man)

Key – Through #2 alert to flow of backs – Onside Guard and Tackle Read progression. If #2 blocks, react for run. On Sweep, support Inside OLB for cutback. Take on lead blocker head up to outside Number. If #2 Releases downfield, cover him for play pass. Always be alert for #2 Faking the block as you move up to support the run.

CP – TE down block – Read off of OLB'er play

- A. Strong Flow: #2 blocks – Plug area. #2 releases – Play coverage Called
- B. Split Flow: #2 blocks – Take cutback. #2 releases – Play Coverage called
- C. Flood Action: Take coverage and run assignment of defense called

Strong Corner – Secondary Support Man (Play Action Pass Responsibilities)

Key – 2 to 1 in zone and #1 in Man to man coverage. Play the pass first See the backfield action and #1. If he releases, cover. If he cracks (Blocks) on OLB, support the end run. (“REPLACE”)

- A. #1 Releases – cover #1
- B. #1 Cracks on Safety or Backer successfully – Support the end run (Replace)

Free Safety – Fill

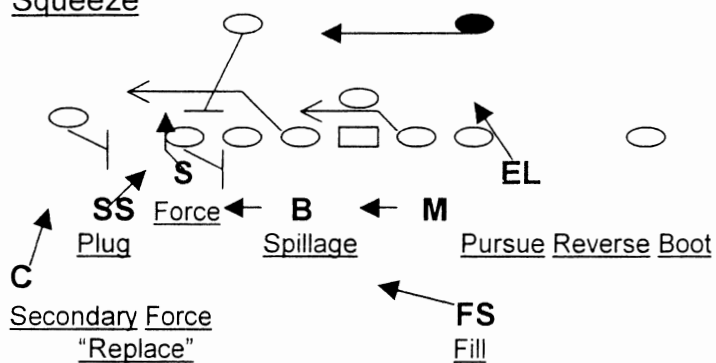
Key – Uncovered Guard to flow of backs. Play pass first and run second. On sure run, take up slack to LOS. Support from inside-out.

- A. Strong Flow: Take the strong flow responsibilities of the defense Called
- B. Split Flow: Play coverage called
- C. Carry out weak support call

(Backer) Bronco Support Strongside

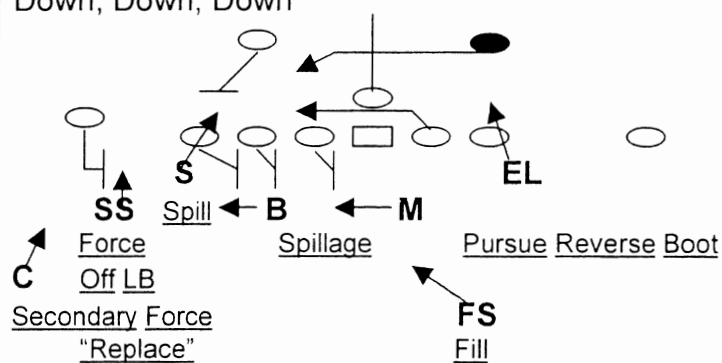
Bronco (Backer)

Squeeze



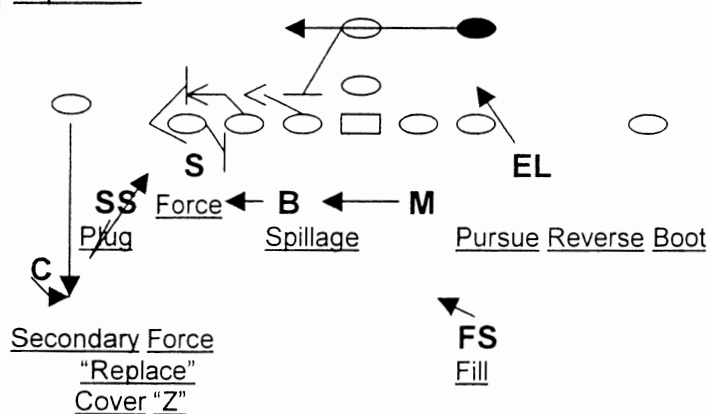
Bronco (Backer)

End-Tackle-Guard:
Down, Down, Down



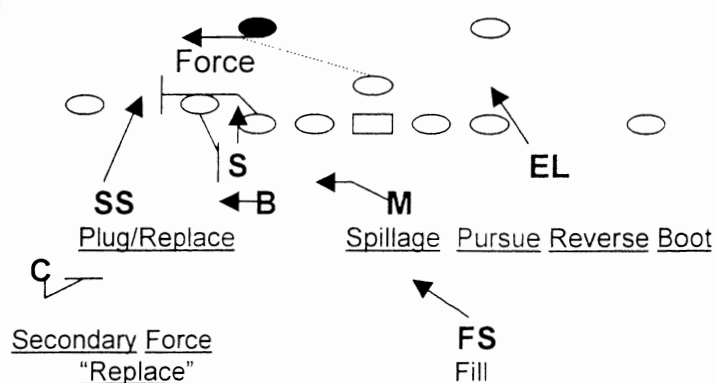
Bronco (Backer)

Squeeze



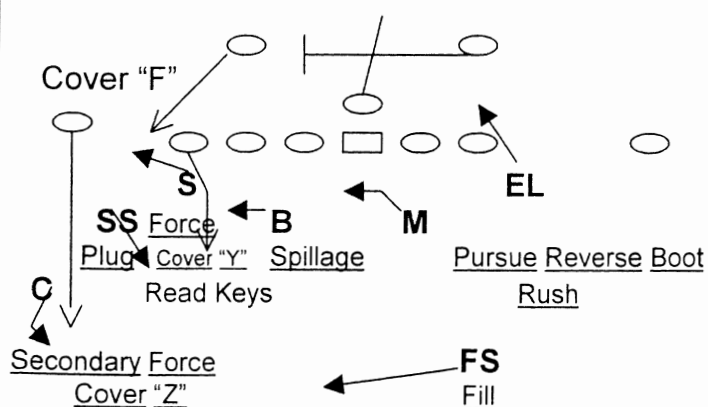
Bronco (Backer)

(Backer Stay Strong In Gap)



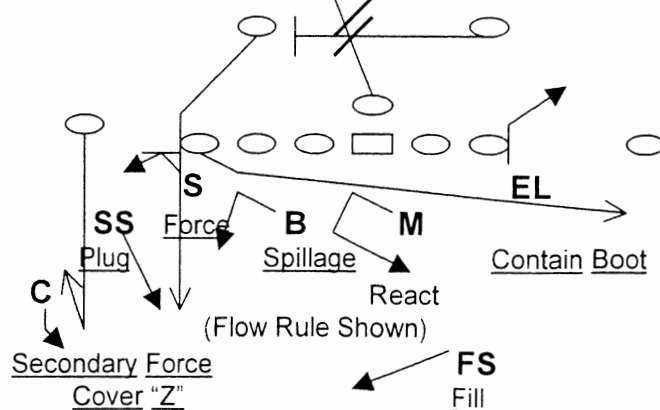
Bronco (Backer)

Play Pass Action



Bronco (Backer)

Bootleg Action



Backer Support Weakside With Open #1

Outside Linebacker Or Elephant –

Primary Support Man (Force Man)

- Key - Backfield Triangle through Onside Guard and Tackle
Read progression and meet the lead blocker at his depth
As quick as possible. Force the ball carrier to make a sharp
Cutback to the inside. Shrink the cutback area. Stay on your feet.
Possible Spill Rules.
- A. Weak or Split Flow: Primary Support Man – Turn the play in.
Do Not get hooked
 - B. Strong Flow – Run pursuit – coverage assignment If Any
 - C. If you have curl/ flat, you always squeeze

Defensive End – Cutback Man

Read progression, attack the blocker and control him.
Work out along the LOS. Do not overrun the ball.

Weak Corner – Secondary Support Man (Play Action Pass Responsibility)

- Key - #1
Play the pass first. See the backfield action and #1
If he releases, cover. If he cracks on Mac Or FS, Support The
End run. ("Replace")
- A. #1 releases – cover #1
 - B. #1 cracks – Cracks on Safety or Backer. Support the end run.
(Replace)

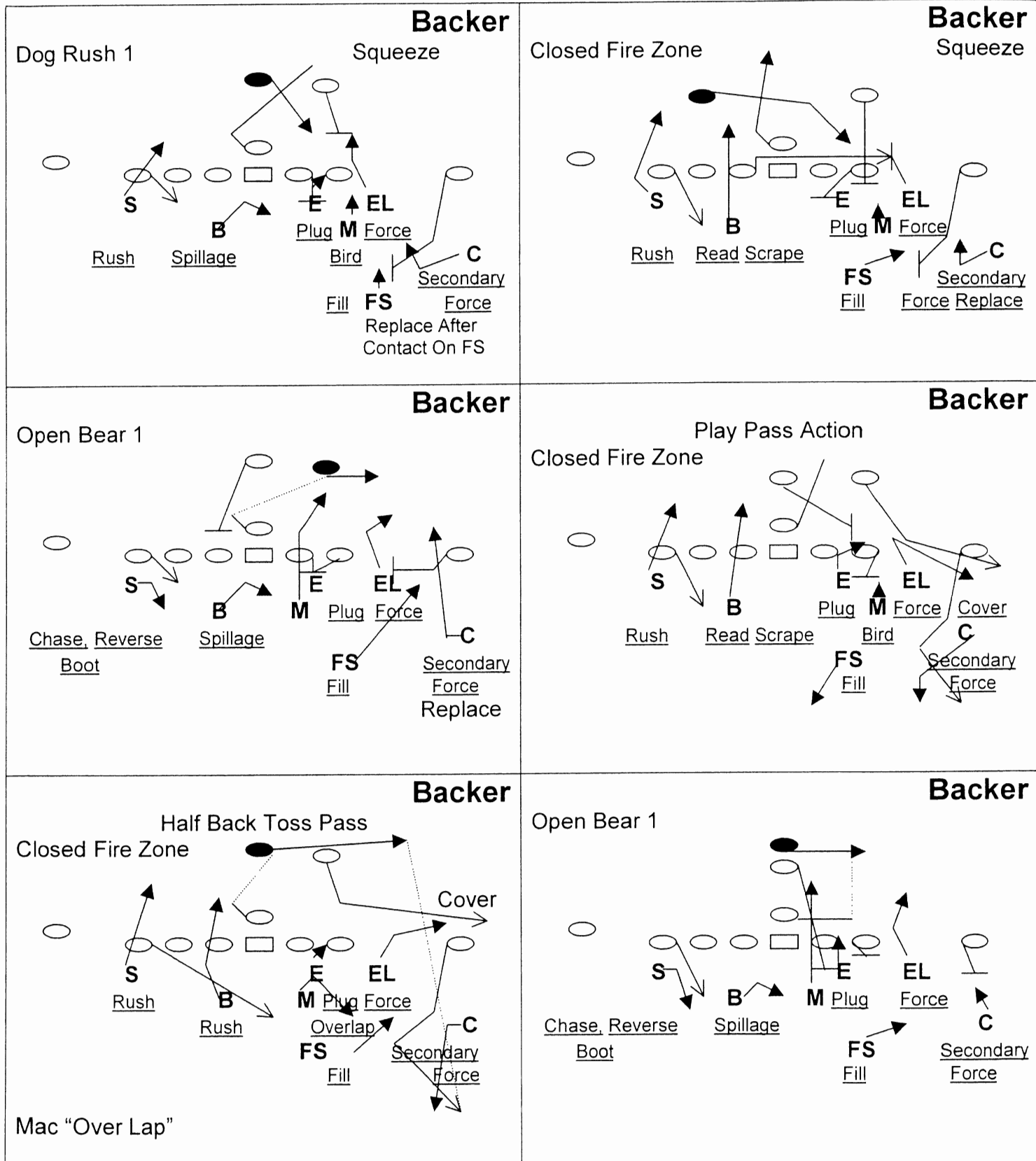
Free Safety – (Fill Man)

- Key – Uncovered Lineman to the flow of the backs
Play pass first and run second. On sure run, support from inside –
Out
- A. Strong Flow: Take the strong flow responsibilities of defense called
 - B. Split Flow: Play coverage called
 - C. Flood Action: Carry out weak support call

BRONCO SUPPORT WEAKSIDE WITH OPEN #1

- Key – Backfield triangle – Through onside Guard and Tackle
Apply open Rusher rule of – Squeeze any onside puller
Spill any offside pull or near back block

Backer Support Weakside With Open X



Cloud Support Weakside With Open #1

Weak Corner – Primary Support Man (Force Man)

Key - Openside Tackle To Flow of backs. Read progression.
 If openside tackle fires out to block with flow weak, support.
 If #1 sets to block you, take him inside and force at an angle quickly.
 Shrink cutback area. Meet lead blocker as quickly and tough as possible.
 "See" blocker and stay on your feet

- A. Weak Flow: Primary Support Man – Turn the play in
Do not get hooked
- B. Split flow: Primary Support Man or coverage assignment
- C. Strong Flow: Coverage assignment or run pursuit (Arc) Check Reverse

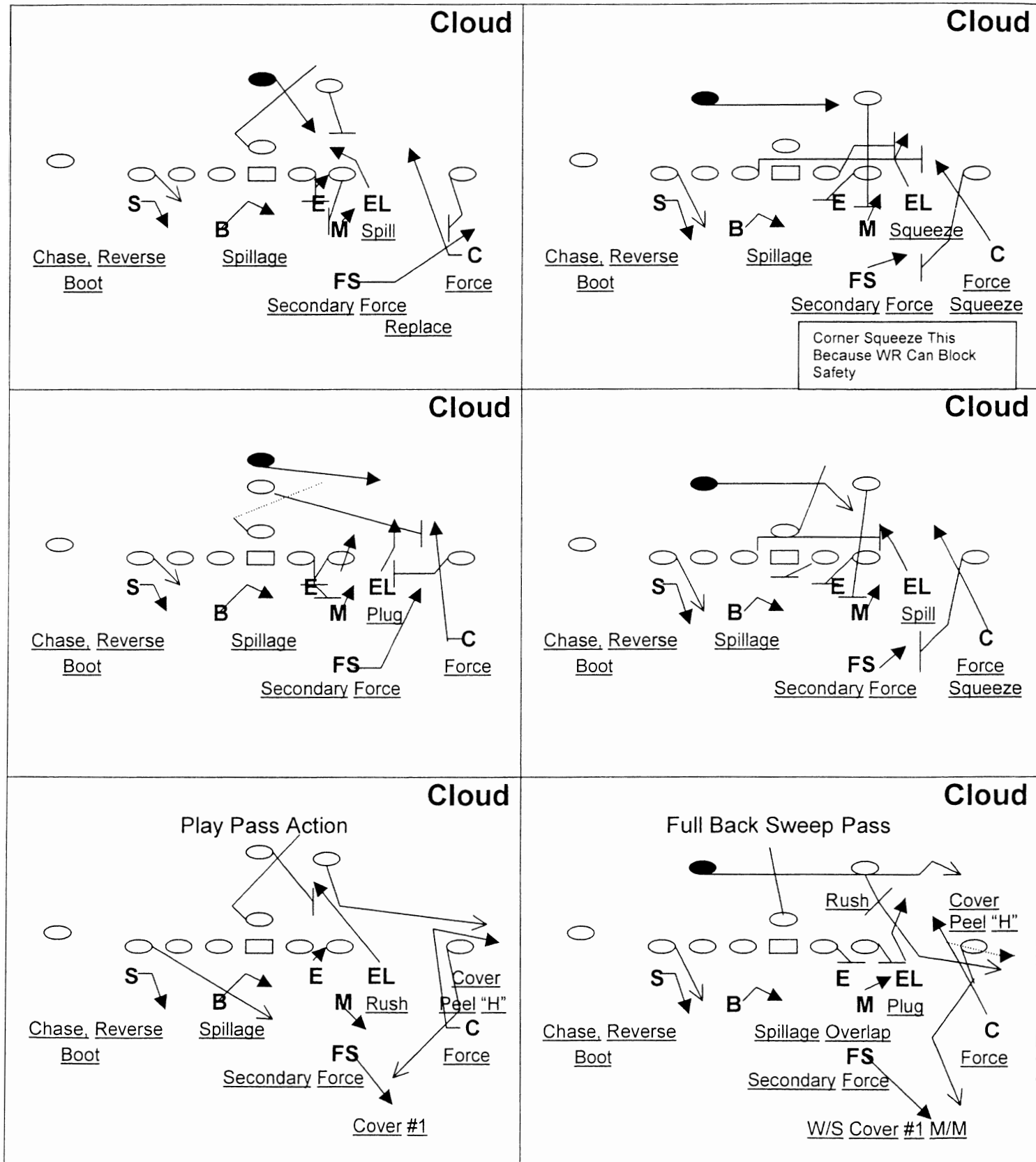
Elephant – Take Your Normal Spill Or Squeeze Keys For Your Open Side Rusher.

Weak Safety – Secondary Support Man (Play Action Pass Responsibility)

Key - #1
 Play the pass first. If #1 releases, cover. If he cracks
 On MAC or weak corner. "Replace".

- A. #1 Releases – Cover #1
- B. #1 Cracks – Cracks on Corner or Backer – Support the end run.
("Replace")

Cloud Support Weakside With Open X



Cloud Support Weakside: Tight #1

Weak Corner -
SS

Primary Support Man (Spill Technique – Squeeze The Fan)

Key - Flow of the backs and Offensive Guard and Tackle

Read progression and come under the first blocker as quickly and tough as possible. Force the ball carrier to spill to the outside. Force the ball carrier wide and deep and string him out to the sideline. To accomplish this support properly, stay on your feet. Squeeze the fan block by on side lineman. Spill near back or far side lineman

- A. Weak Flow: #1 Blocks – Primary Support Man – Cover the first Flat receiver on play pass action
- B. Strong Flow: Take strong flow responsibilities of defense called Check Reverse
- C. Split Flow: If #1 Blocks – Primary Support Man
If #1 Releases – Take run or coverage assignment of Defense called

Elephant –

Align In A “7” And Play “7” Technique

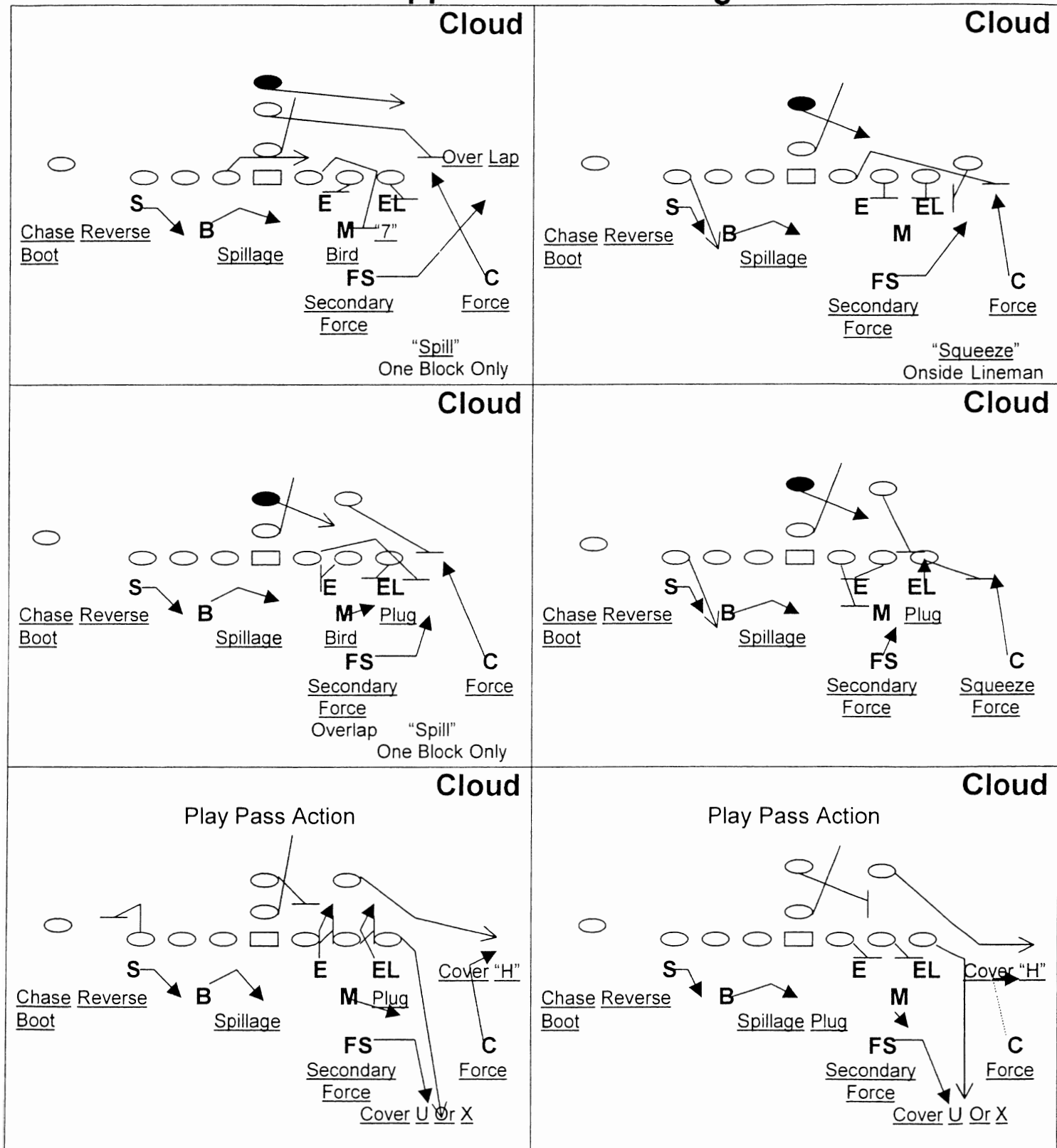
Free Safety -

Secondary Support Man (Play Action Pass Responsibility)

Play pass first. When you read run (#1 blocks and flow is weak), revolve and pick up receiver for run or pass. No pass – then you are secondary run support man where necessary. Expect corner to spill the ball to you

- A. Flood Action: Play run or coverage assignment of defense called
- B. Strong Flow: Take strong flow responsibilities of defense called
- C. Split Flow: If #1 Blocks - Secondary Support Man
If #1 Releases – Take run or pass coverage defense called

Cloud Support Weakside: Tight #1



Safety Support Weakside With Open #1

Free Safety - Primary Support Man (Force Man)

Key - Weak #2 – Tackle to QB

Read progression. Meet the lead blocker at his depth as quickly and Tough as possible. Shrink the cutback area. If the ball continues wide, drive deep and string it out to the sideline. You must see block of #2 then support! To accomplish this support properly, stay on your feet.

A. Weak Flow: Primary Support Man – Turn the play in.
Do Not Get Hooked!

B. Split Flow: Primary Support Man or coverage assignment

C. Strong Flow: Coverage assignment or run pursuit

Elephant - Play Normal Open Side Spill/ Squeeze Rules From “7”

Weak Corner - Secondary Support Man (Play Action Pass Responsibility)

Key - #1

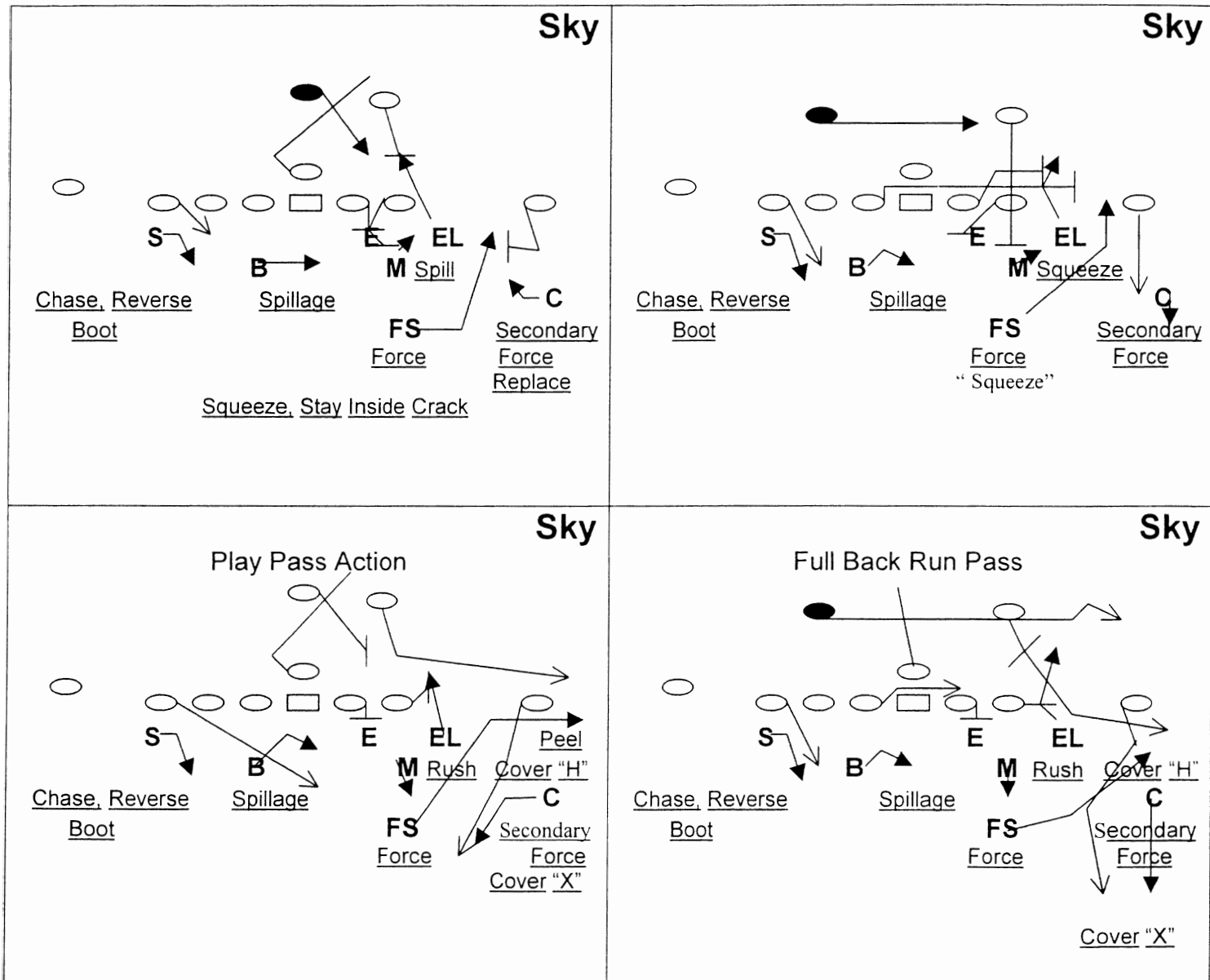
Play the pass first. See the backfield action and #1 if he releases cover. If he cracks on MAC or Weak Safety, support the run. (“Replace”)

A. #1 Release - Cover #1

B. #1 Cracks - Cracks on Safety or Backer, support the end run
 (“Replace”)

Safety Support Weakside With Open #1

Example: Inside 63



* Special Note:

• The Elephant Package Is In The Game:

The Defenses That The Elephant Has Bronco Force (Dog Rush 1, Open Cat, ETC) Are All Played The Same By The Elephant, Stay Outside And Squeeze Everything.

Backer (Bronco) Support Weakside: Tight #1

Elephant - Primary Support Man (Force Man)

Key - Through Tight #1 to flow of Backs. Be alert for onside Guard and Tackle.

On Snap, see inside. Read progression and meet the lead blocker As quick and tough as possible. Cause ball carrier to make a sharp cutback to inside. Stay on your feet. **CP- TE down block = Spill Technique If Read Dictates**

- A. Flood Action: Primary Support man – Cover the first outside receiver on play pass action
- B. Strong Flow: Take strong flow responsibilities of defense called
- C. Split Flow: If #1 Blocks – Primary Support Man
If #1 Releases – Take run or coverage assignment
Of defense called

Weak Corner – Plug Man
SS

Key – Tight #1 – Alert for Flow of Backs and Outside Guard and Tackle

Read progression. If #1 blocks, react for run. On sweep, support inside OLB for cutback. Take On Lead Blocker Head Up To Outside Number.

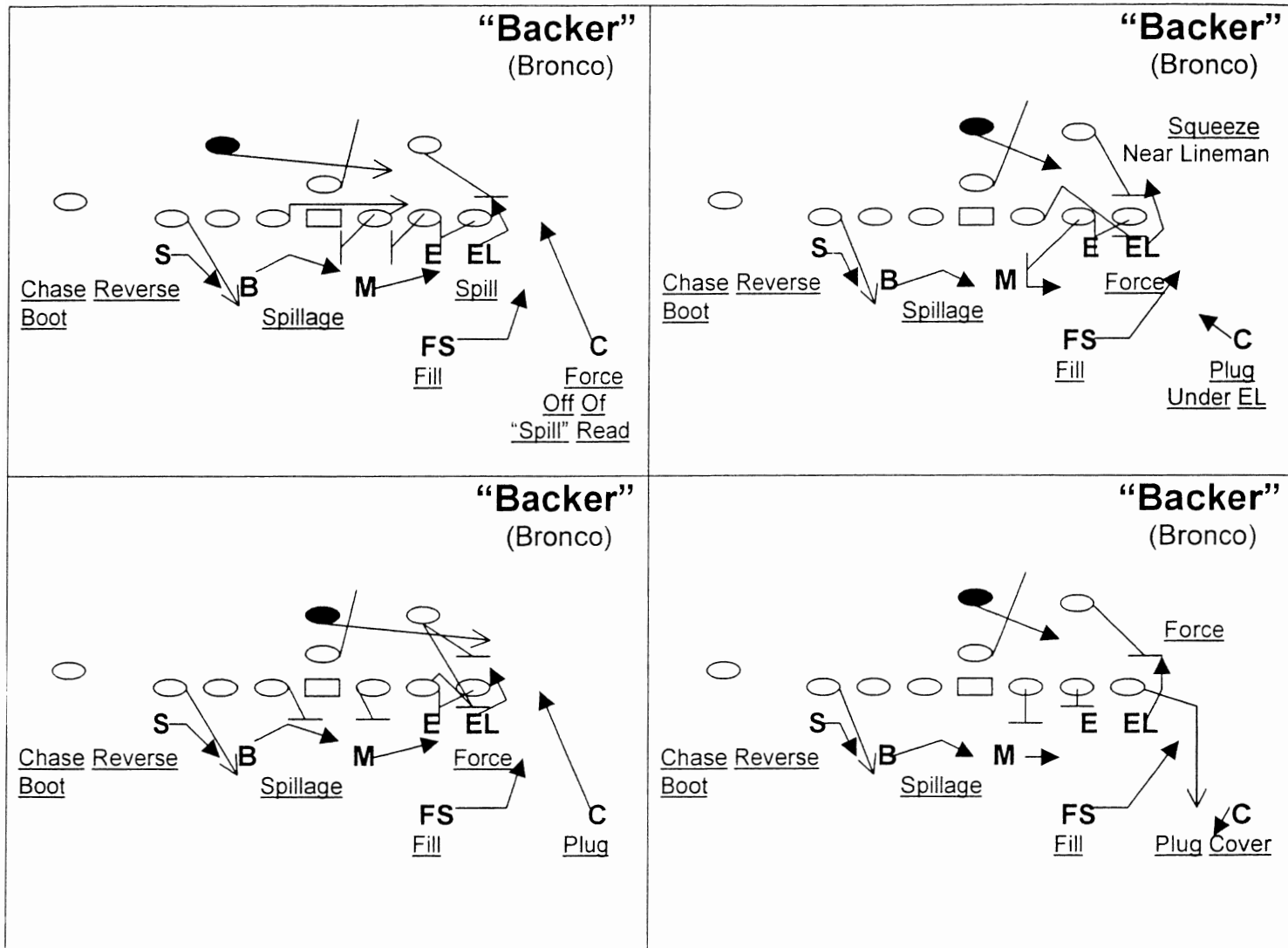
CP – TE Down Block = Read Off Of Play Of OLB – Possible Spill

Free Safety - Secondary Support Man (Play Action Pass Responsibility)

Play pass first. When you read run (#1 blocks and flow is weak) Revolve and pick up receiver for run or pass. No Pass: You are Secondary run support man necessary.

- A. Flood Action: Play run or coverage assignment of defense called
- B. Strong Flow: Take strong flow responsibilities of defense called
- C. Split Flow: If #1 Blocks – Secondary Support Man
If #1 Releases – Take run or pass
coverage of defense called

(Bronco) Backer Support Weakside: Tight #1



Sky Support – Strongside Versus Jacks Set

Strong Safety - Primary Support Man (Force Man)

Key – Through #2 to Flow of Backs – Alert to onside Guard and Tackle
Read the progression from a position that you can see the tight end to the Backfield action. On the block of the tight end, get penetration at an angle toward the near back.

- A. Strong Flow and #2 Blocks: Primary Support. Be alert to #3 for run or pass play.
- B. Split Flow: #2 Blocks – Sky support. #2 Releases – Play Coverage Called
- C. Flood action: Coverage Assignment

Outside Linebacker - Plug Man

Key - #2 Onside Guard and Tackle to Flow of Backs

Read progression, attack blocker (#2, pulling lineman) at his depth and Control him. Two Gap responsibility. Do not take a side until runner commits. Coaching point: #2 blocks on you and releases for run or pass, stay with him man to man (usually short yardage situation)

- A. Strong Flow: Cutback
- B. Split Flow: #2 blocks take cutback
- C. Flood Action: Take weak flow responsibilities of defense called

Strong Corner - Secondary Support Man (Play Action Pass Responsibility)

Key - #1

Take alignment that will allow you to see #2, #1 and to the backfield action. Play the pass first, from a shade inside/ outside position on the #1. Your assignment will remain the same as prescribed in the defense called. If your assignment is #1 man to man, this will still be your assignment. (Key #1 and support on his blocks). If your assignment is the deep outside zone, this will not change either. See the block of the #2, then the wing. #2 or #1 release: Play coverage assignment.

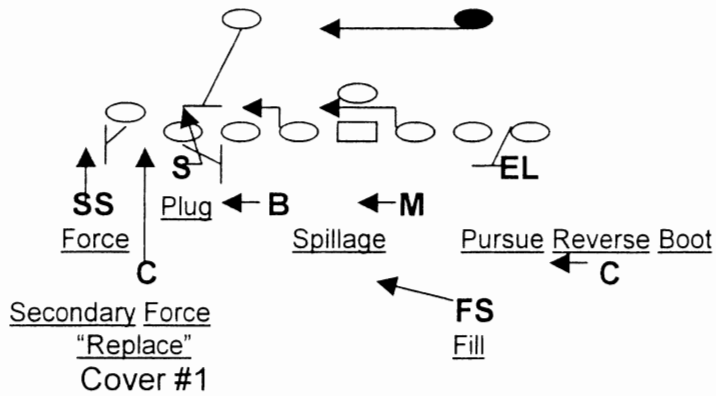
- A. #2 Blocks and #1 Blocks Safety In then you have secondary support ("Replace")

Free Safety

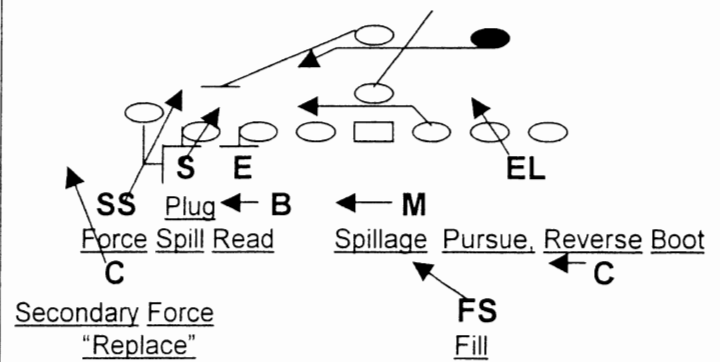
Key - Uncovered Guard to Flow of Backs
Play pass first and run second. On sure run, fill inside-out on ball

Sky Support Strongside Vs. Wing Set

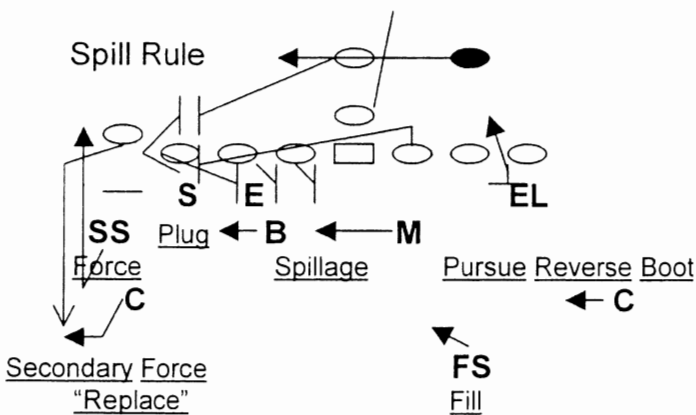
Sky



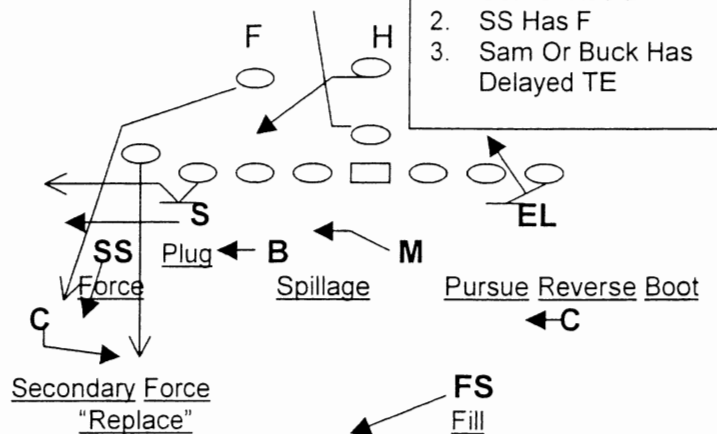
Sky



SKY

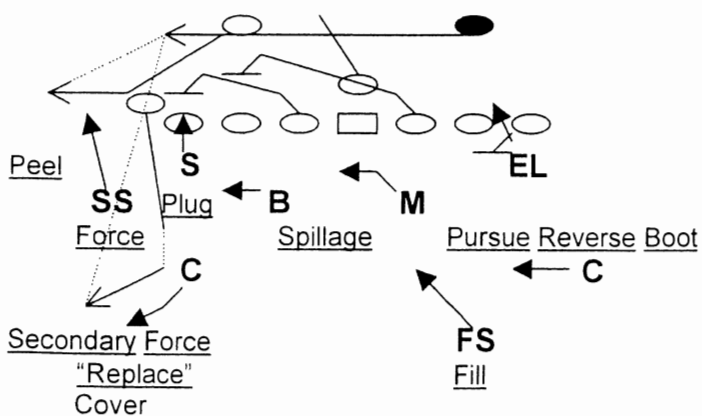


SKY



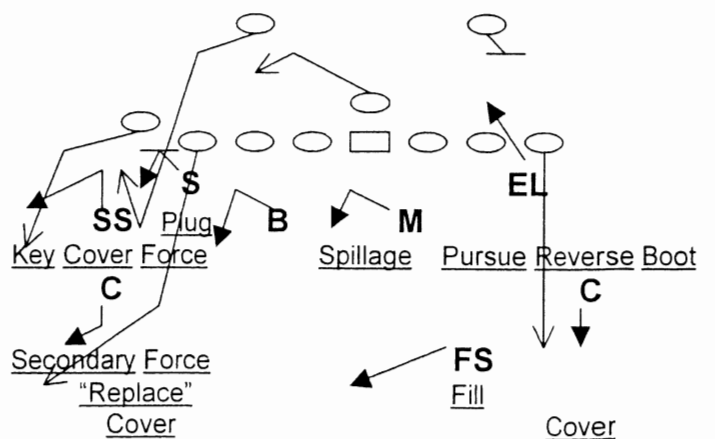
SKY

Half Back Run Pass



SKY

Sprint Out



Backer (Bronco) Support Versus Closed Wing Set

Outside Linebacker - Primary Support Man

Key - Through Y-TE to Flow of Back – Alert to Onside Guard and Tackle
Align outside of tight end to inside of Wing. This alignment will force the Wing to commit. On the snap, read onside lineman's blocks. Meet lead blocker as quick and as tough as possible. If Wing does not crackback on you, contain as you would in normal backer support. If the Wing and the Tight End double team you, make a pile to the Wing's side. If the wing blocks you, play cutback area.

- A. Flow To: Primary Support Man. Cover the first receiver on play pass action.
- B. Flow Away: Run – Pursue. Pass – Take coverage responsibility of call

Defensive End or Inside Linebacker – Plug Man

Read progression, attack the blocker and control him. Work along the LOS. Do not overrun the ball.

Strong Safety Or weak Corner - Secondary Support Man (Play Action Pass Responsibility)

Key – Wing And “Y” Tight End

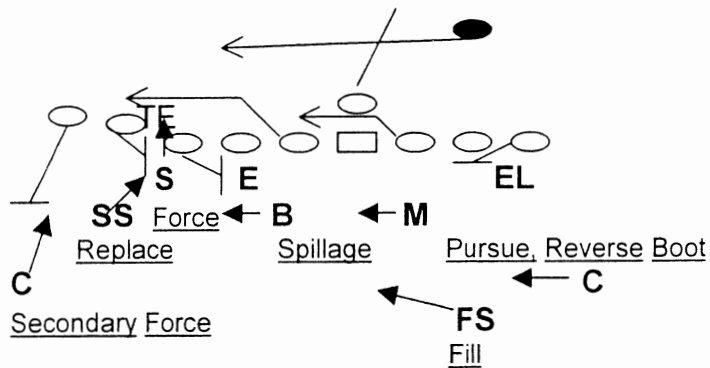
Take alignment that will allow you to see the wing and backfield
Action. Play the pass first from an outside position on the wing

Pass: Coverage responsibility will remain the same as prescribed
In the coverage called. Versus the run, see Wing block then
“Replace”.

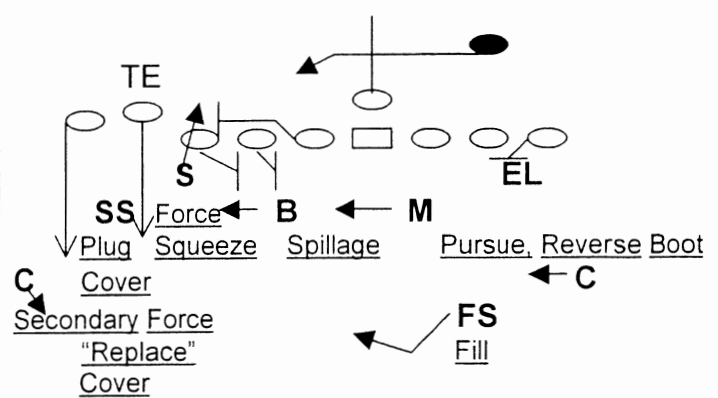
- A. Wing Block: “Replace” and Contain
- B. Wing Release: Coverage assignment of coverage called

Bronco And Backer Support Versus Wing Set

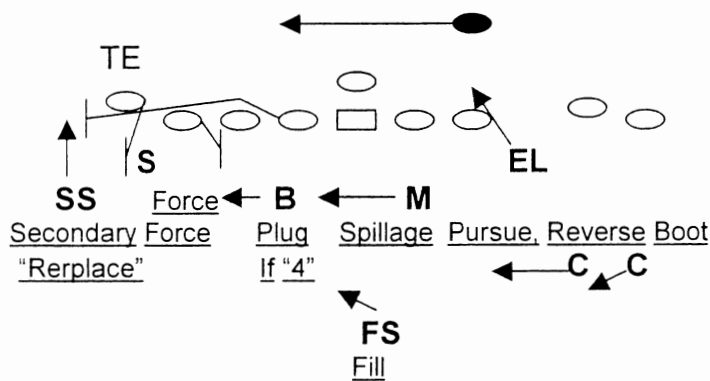
Bronco (Backer)



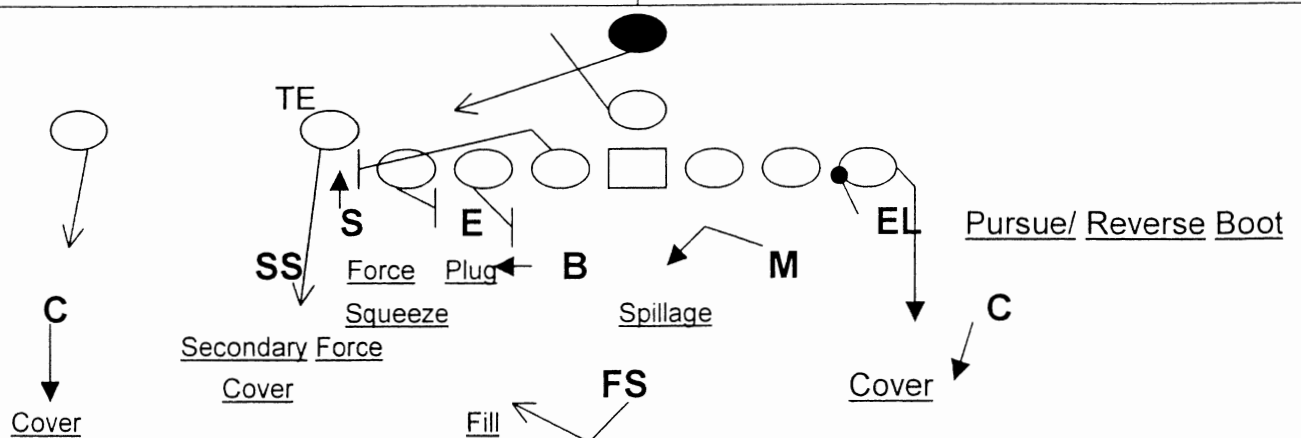
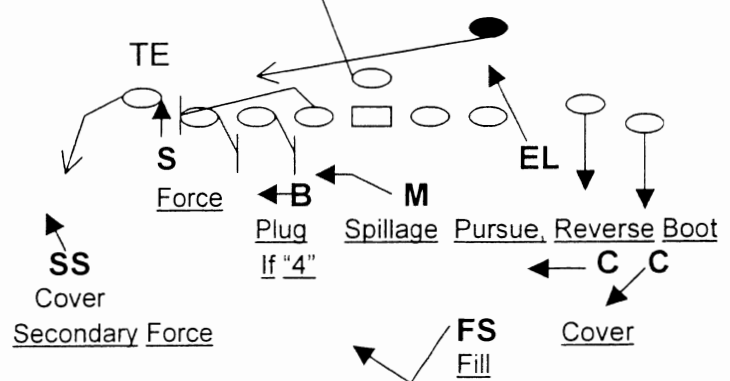
Bronco (Backer)



Bronco (Backer)



Bronco (Backer)



Special Force vs. Open Side TE In “D” Gap

Elephant Or -
Open Outside Linebacker

7 Technique

Key – Attack inside eye of TE keying inside through OT.
Explode any down block by TE inside-out to the football

Flow To: C Gap

Flow Away: C Gap

Mac Linebacker -

Align in A Gap and stay behind football for cutback – **PLUG MAN**

Free Safety -

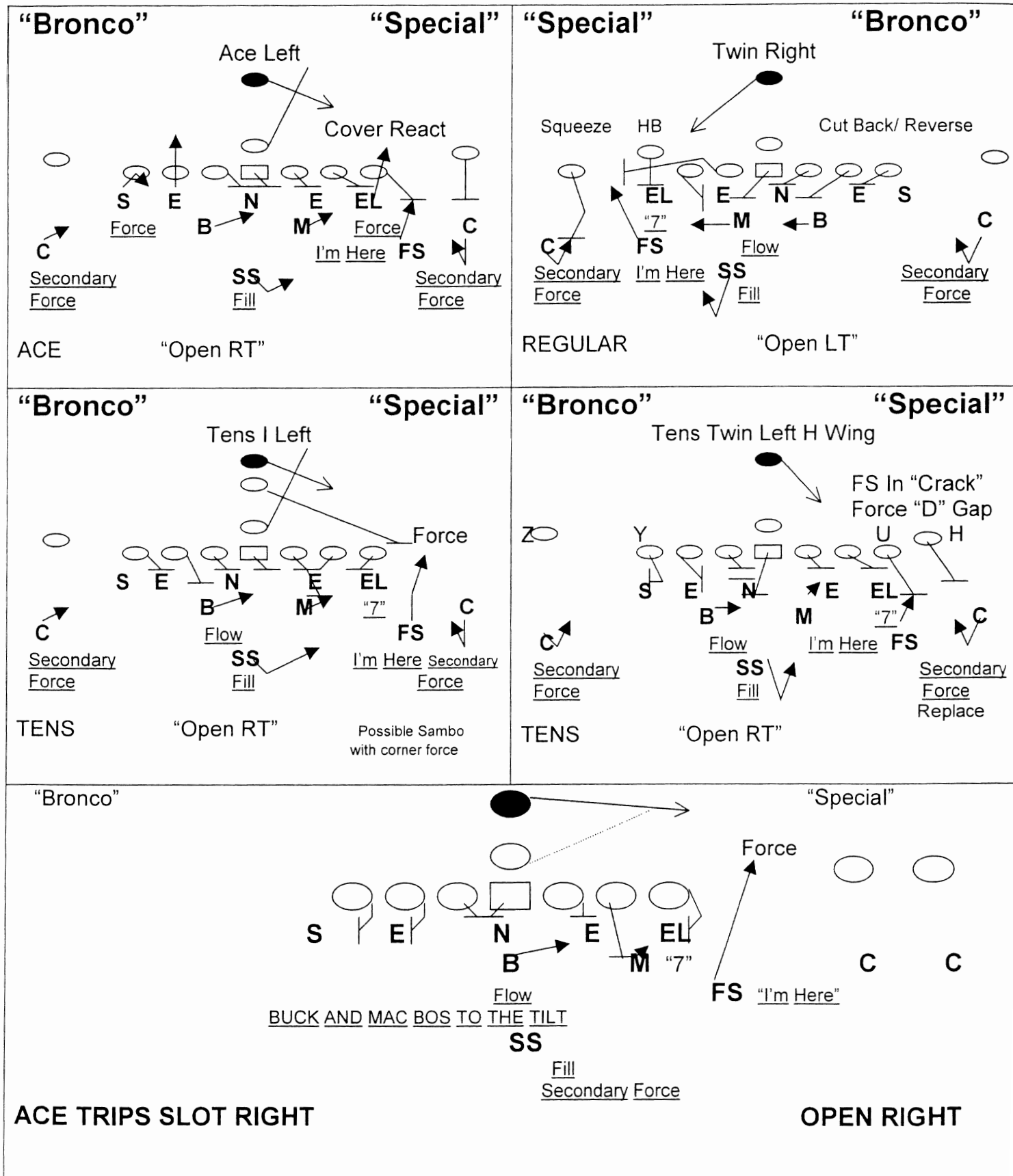
Walk to or align at linebacker depth in open side of formation.
Make “I’m Here” call to linebackers. Cheat your alignment by tilt – never be outflanked to force.

Play To: Force

Play Away: Reverse And Contain

Cover – Open Side TE or “Sambo” with Corner

Special Force Versus Open Side TE

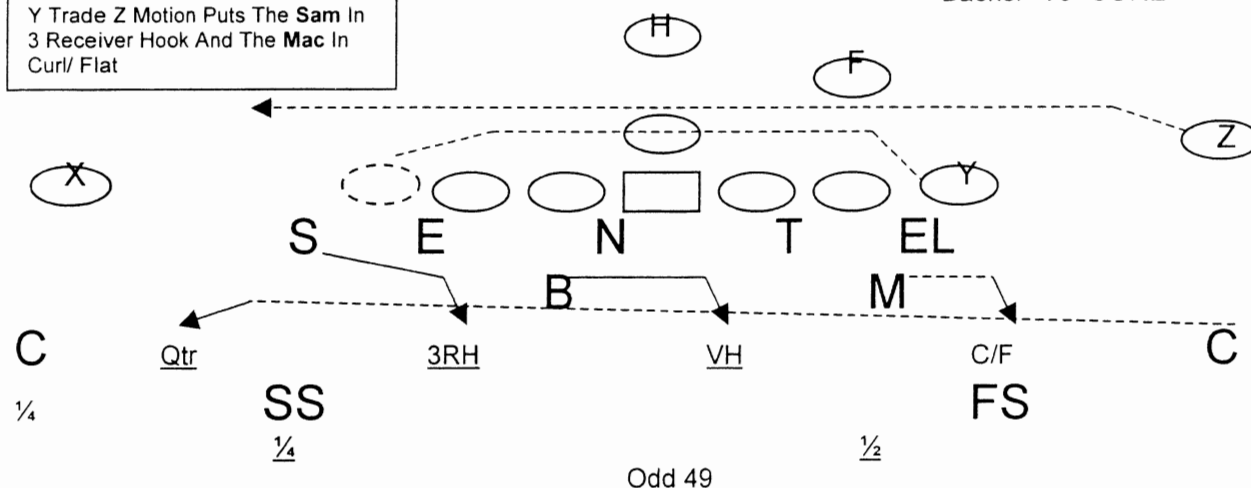


"CORE" Force

· Vs Y Trade Z Motion - We Will End Up In Core Force. (Odd 49, 3 Backer)

REGULAR (Y TRADE) NEAR I SLOT Z MOTION**"PLAY IT" TO BROWN**

"Backer" To "CORE"

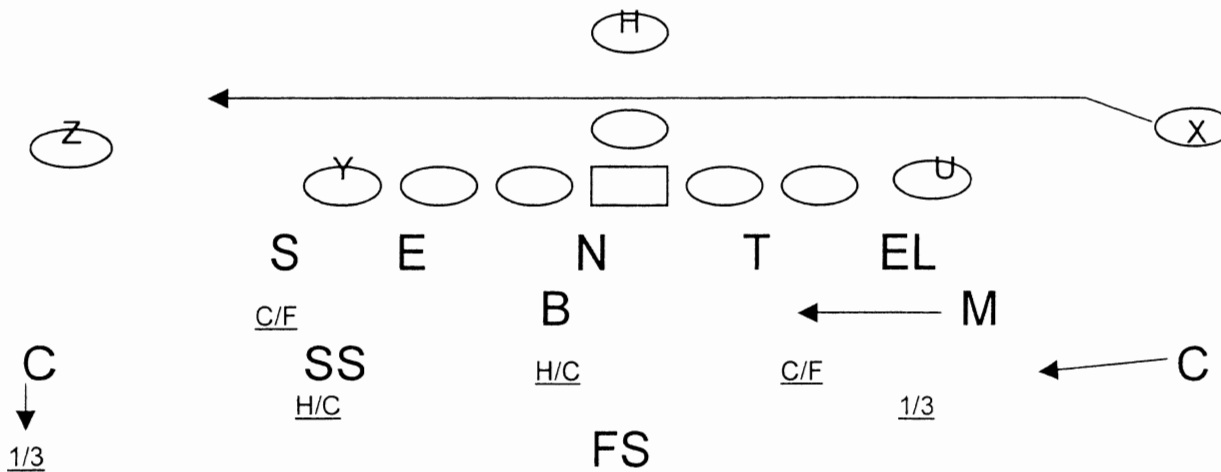


Odd 49

Vs Ace 2x2 Motion From Week To Strong - Corner Will Not Run With Motion

ACE 2X2 X MOTION**3 BACKER**

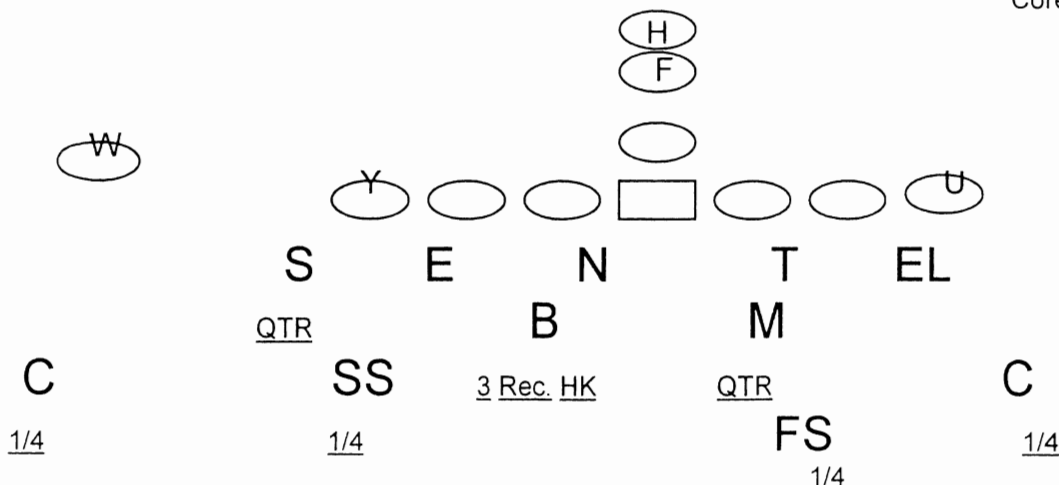
"Backer" To "Core"



Vs Tens

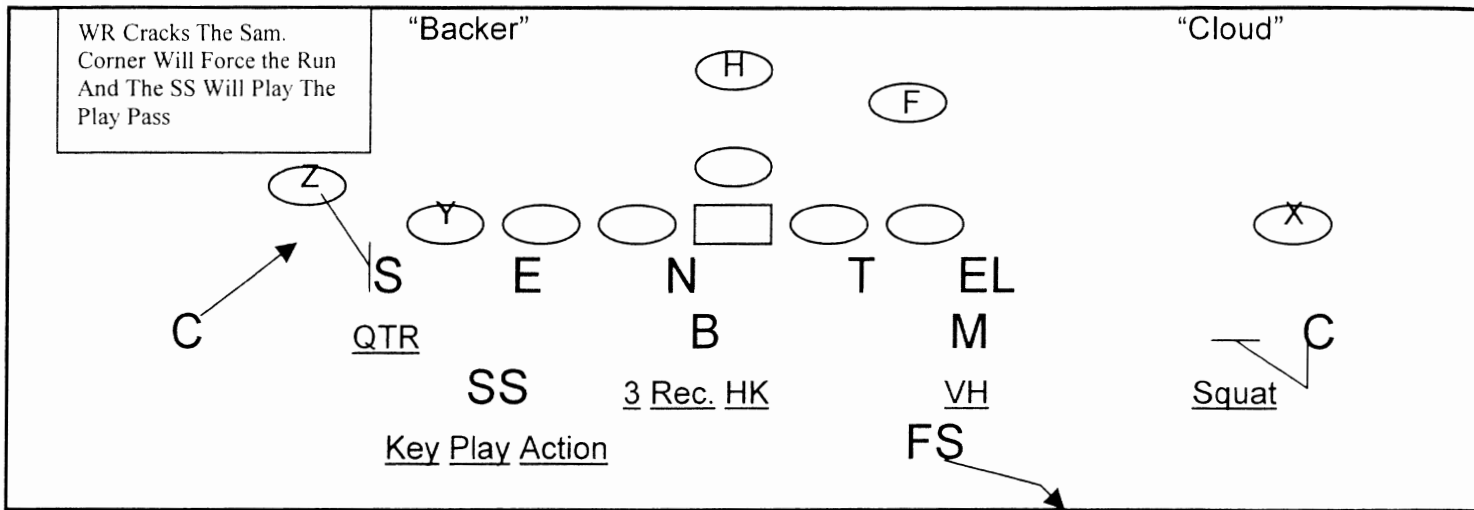
TENS I LEFT**WIDE ODD 49**

"Core"

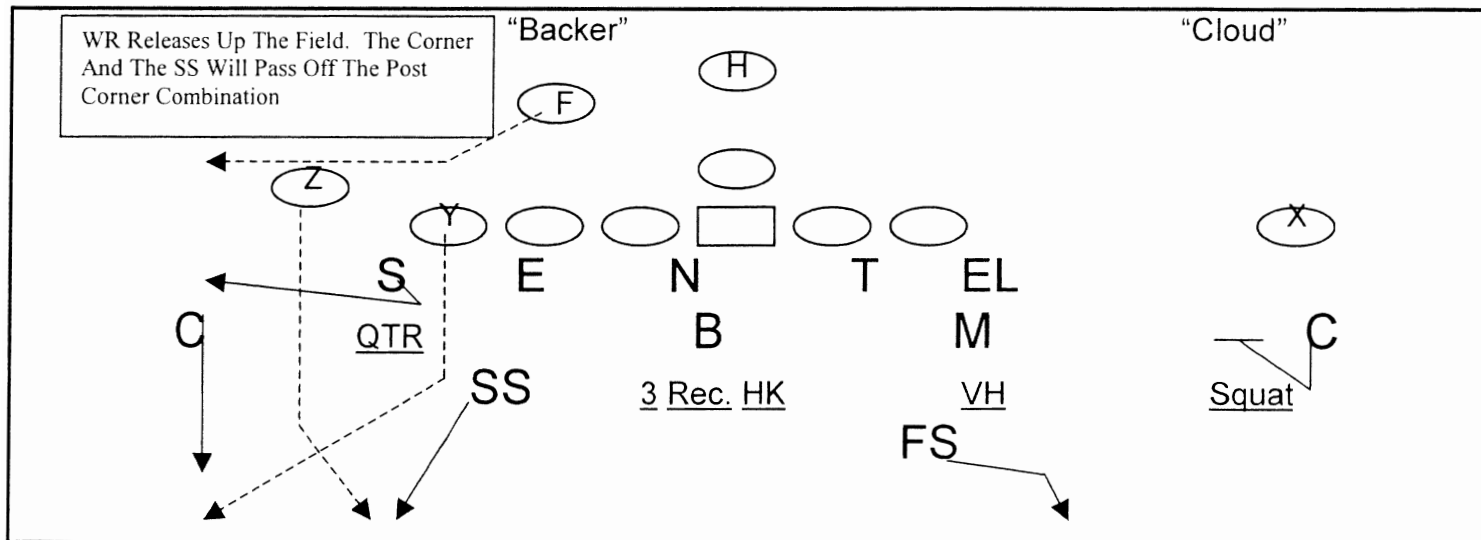


Zone - It Run Force Rules

63 WHITE LEFT "ZONE IT"



63 WHITE LEFT "ZONE IT"



TERMS AND TECHNIQUES RELATIVE TO PASS COVERAGE

OFF	Alignment in which the Defensive Back lines up in a normal 7 - 10 yard alignment position verse a Wide Receiver
SQUAT	Footwork and technique used when Defensive Back is assigned to collision the Wide Receiver and funnel him from outside - in
SINK	Technique used by Corner to the Strong side of 52 Wild, and Check Buster (Read Strong side route combination and match up)
BUSTER	Technique used by the Nickel on the Strong side of 52 Wild Check Buster (Read Strong side route combination and match up)
TIGHT 1/2	Technique used by Strong Safety in Cover 2. Strong Safety should get more upfield help by Sink Corner so he can play a tighter 1/2 technique
NORMAL 1/2	Technique used by The Safeties in Cover 2 where they will get to a point three yards inside the numbers and read the potential receivers threatening his 1/2 of the field
INSIDE PRESS	Press technique used when we are blitzing and you have no help in the middle of the field. Deny any inside routes
PRESS	Press technique used when we have a Free Safety in the middle of the field where the Defensive Back will attempt to force the Wide Receiver to flatten his release at the LOS in the direction he is releasing. Play in to out vs. Slot
RUN OFF	Zone technique where the corner will align in press, open on the snap and run off with the Wide Receiver
BUMP AND TRAIL	Man Coverage technique used in cover 5 under man 2 deep zone coverage where the cover man will attempt to collision and disrupt the route then assume an inside and underneath position on the Wide Receiver
BUMP AND HIP	Man Coverage technique used in cover 5 under man 2 deep zone coverage where the cover man will attempt to collision and disrupt the route then assume an inside and hip position on the Wide Receiver
OUTSIDE MAN	Form of man coverage where the defender will attempt to hold an Outside-In leverage position on the receiver throughout the route.
INSIDE MAN	Form of man coverage where the defender will attempt to hold an Inside-Out leverage position on the receiver throughout the route
3- 10 - 30	Deep zone technique used by the Corner in zone coverage where he will read the three phases of the routes
POST - CURL	Technique used by Safeties when they are playing an inside 1/4 of the field. Always play from deep to shallow with over the top leverage
PLASTER	Call given to alert defenders that the QB is scrambling and we should look to match up on the deepest receiver in your zone
LOOSE 1/3 (3- 10 -30)	Ralph/ Larry safety working to you, with Buzz Defender underneath. Play looser for double route
TIGHT 1/3 (3- 10 - 30)	Hook curl player is a linebacker. Corner will get to hook and 6 cut
CURL-POST 2 To 1 READS	Technique of coverage by cover 6 strong safety Technique Used By Corners In True 3 Deep Zones When Playing Outside 1/3. Corners Must See Route By #2 To Determine Whether They Continue To Play #1 Or Come Off To Take The New Treat In The Outside 1/3
Deep ¼'s	Technique Used By Corners In Cover 4 Where They Play #1 Man To Man After 10 Yards Downfield. Corners Should Clue #2 To Determine Leverage And Technique Based On #2 Release
Short ¼'s	Technique Used By Corners In Cover 9 When Aligned Over The Slot. Corner Is Responsible For Taking #2 Or #3 To The Flat. If #2 Shows Come Off The Vertical Route At Approx 8- 10 Yards And Find Work
RED ZONE 2	Technique Adjustment For Corners In Cover 2 In The Red Zone. Corners Will Play A Soft/ Catch Technique (Much Like Cover 4) Do Not Allow Outside Release And Read Quick Game For Slant And Fade

PASS STRUCTURE

STRAIGHT DROPBACK SERIES

A) 50 Series

1. 50 - Dropback, backs split and check
2. 50 Max - Both backs block
3. 51 - Strong back checks, weak back has free release
4. 52 - Strong back has free release, weak back checks
5. 53 - Free release by both backs

B) 60 Series

1. 60 - Strong flow near back free release
2. 60 Max - Both backs block strong
3. 63 - Both backs free release strong

C) 70 Series

1. 70 - Weak flood, far back free release
2. 70 Max - Both backs block weak
3. 73 - Both backs free release weak

D) 90 Series

1. 90 - 3 Step

E) Calls Which Further Define Dropback Series

A. Depth of the QB

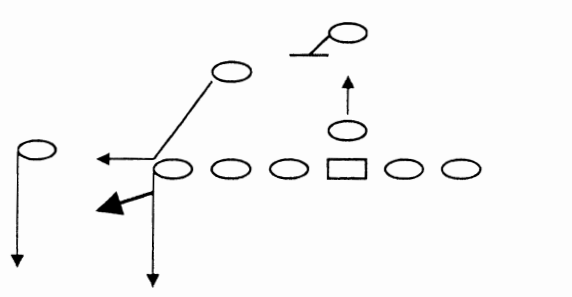
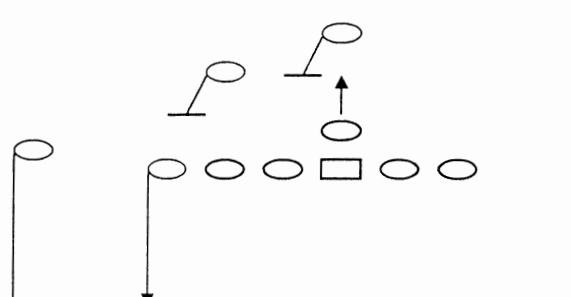
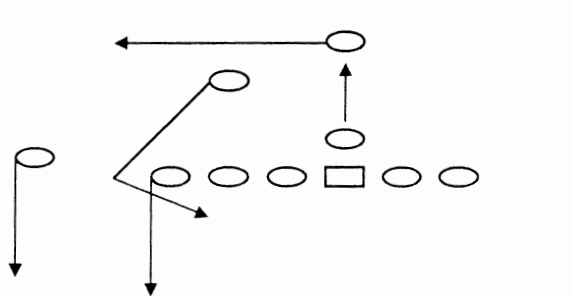
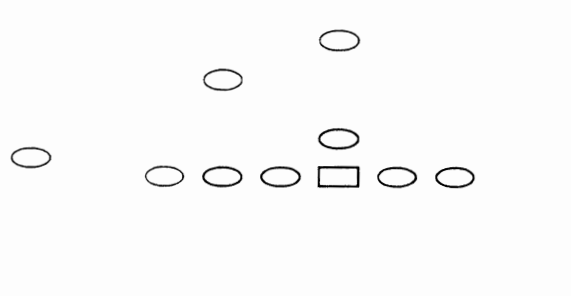
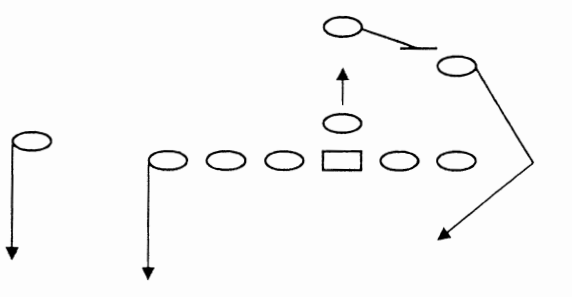
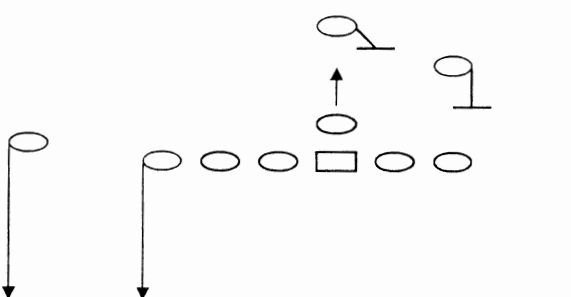
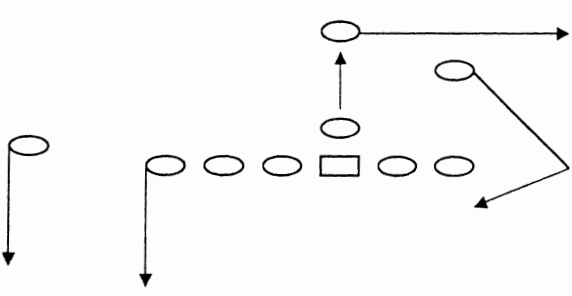
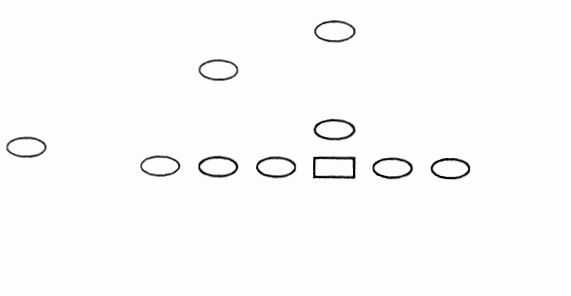
- a) 90 - 3 Step
- b) F - 5 Step
- c) 7 step drop is not denoted, it is understood unless 90 or F appears

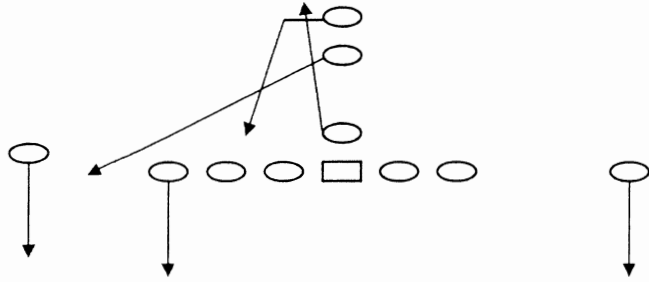
B. Protection Used

- a) M - Maximum Protection, Core eligibles all in
- b) T - Turn Protection
- c) H - Hinge Turn Protection
- d) D - Double Read
- e) Y - Back release, Y - Block (1-Stay and 1-Release in a Wing)

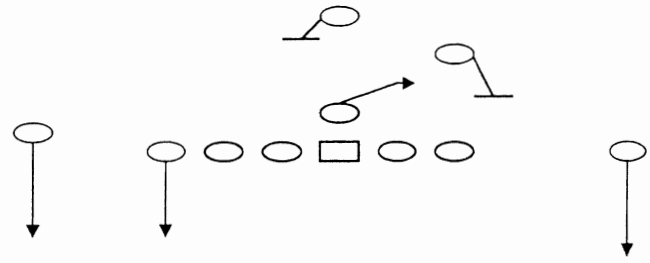
PASS ACTIONS OTHER THAN STRAIGHT DROPBACK

1. 100 Series - Play Action Pass
2. 104 or 105 Series - Run and Shoot short Roll
3. 108 or 109 Series - Dash
4. 200 Series - Run fake in which the QB rolls with the flow
5. 300 Series - Bootleg
6. 400 Series - Gadgets
7. 900 Series - Screens
 - 950's - Dropback read screens
 - 960's - Dropback strong side flood read screen
 - 970's - Dropback weak side flood read screen

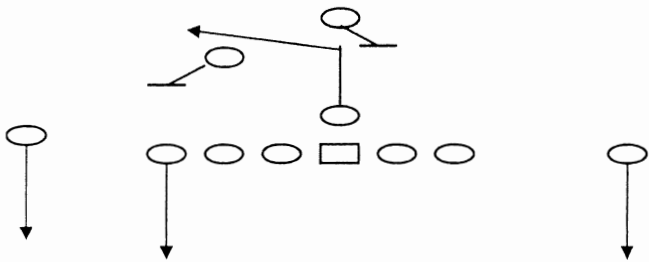
<p style="text-align: center;">60</p>  <p>60 - Strong Flow Near Back Free Release</p>	<p style="text-align: center;">60 MAX</p>  <p>60 MAX - Both Backs Block Strong</p>
<p style="text-align: center;">63</p>  <p>63 - Both Backs Free Release Strong</p>	
<p style="text-align: center;">70</p>  <p>70 - Weak Flood Far Back Free Release</p>	<p style="text-align: center;">70 MAX</p>  <p>70 MAX - Both Backs Block Weak</p>
<p style="text-align: center;">73</p>  <p>73 - Both Backs Free Release Weak</p>	

100 Series (114)

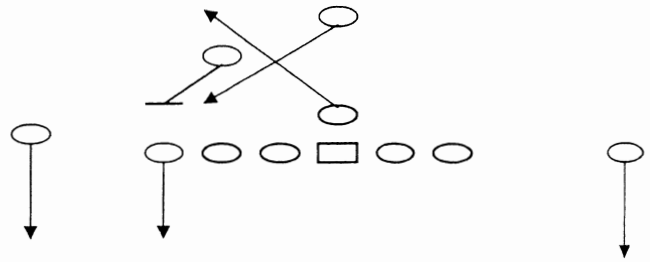
100 Series - Play Action Pass

104 or 105 Series

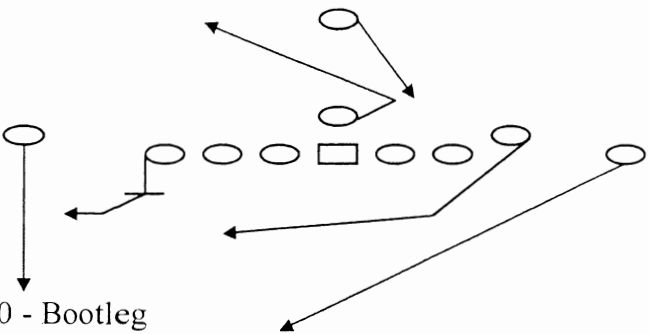
* QB Stays Inside the Tackle Box (Run & Shoot)

108 or 109

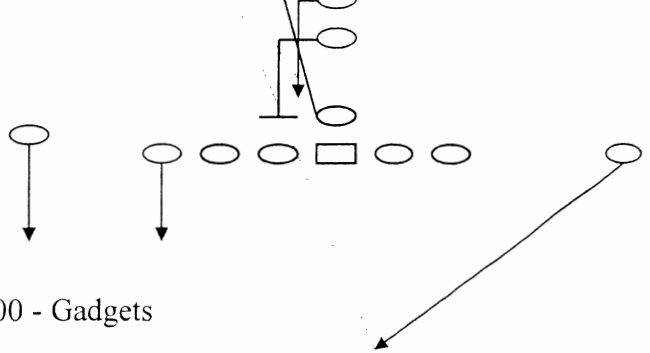
QB is Outside Tackle Box (Dash)

200

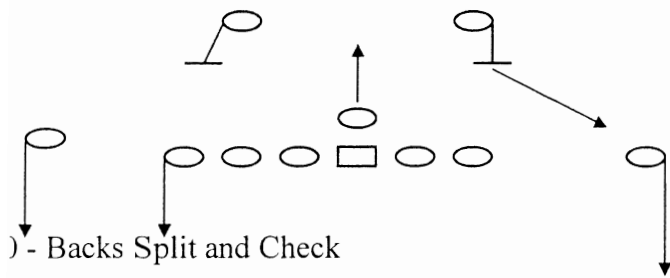
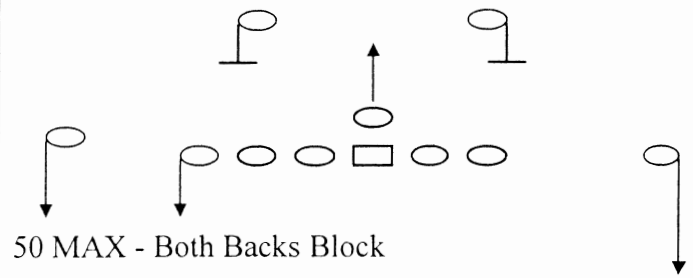
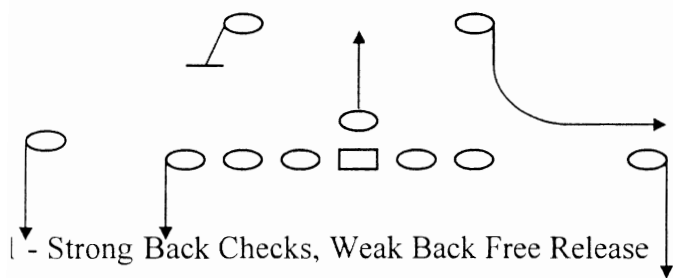
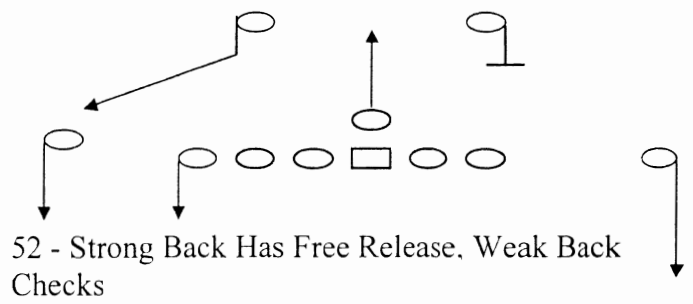
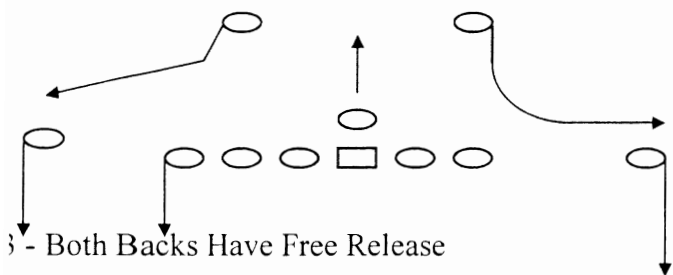
QB Rolls With The Flow Of Backs

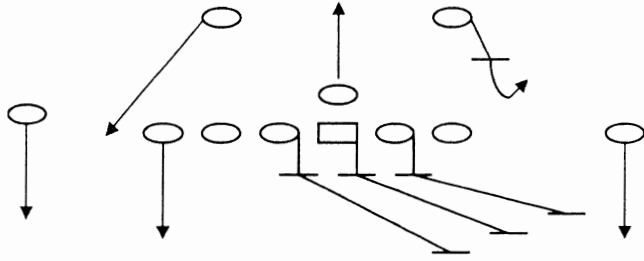
300

300 - Bootleg

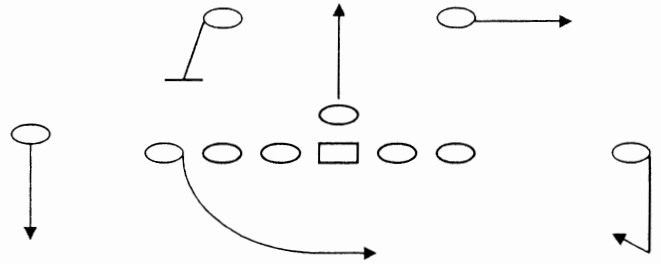
400

400 - Gadgets

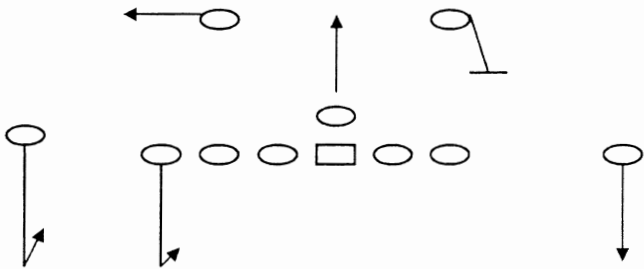
50**50 MAX****51****52****53**

900

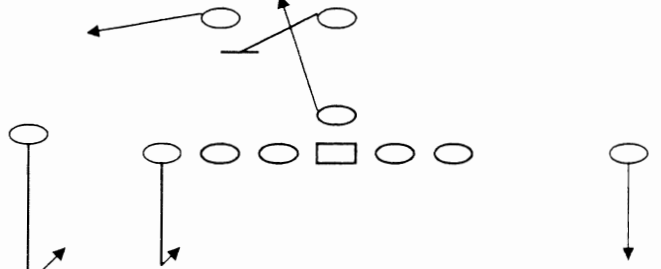
900 - Screens

951

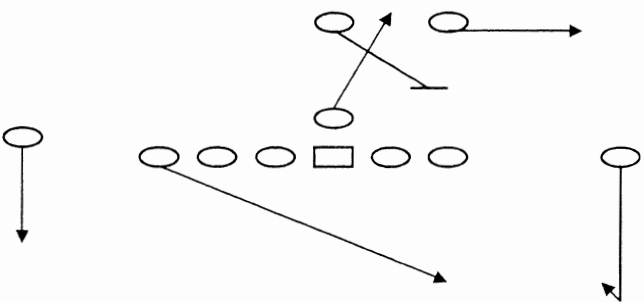
951 - Dropback Read Screen Weak

952

952 - Dropback Read Screen Strong

960

960 - Dropback Strong Side Flow Read Screen

970

970 - Dropback Weakside Flood Read Screen

PASSING ZONES

We feel we must be able to cover **7 UNDERNEATH ZONES** and **3 DEEP ZONES**. The areas can best be covered if the defender will get to the middle of the zone and break on the football on the QB's release.

The Following are the **UNDERNEATH ZONES** we must cover:

The **HOLE** is an area from **offensive tackle to offensive tackle 8 to 16 yards deep**.

1. **Short Hole** - from the line of scrimmage to 8 yards deep
2. **Deep Hole** - from 16 to 22 yards deep

The **HOOK** is an area over the **Tight End 8 to 16 yards deep**

1. **Short Hook** - from the line of scrimmage to 8 yards deep
2. **Deep Hook** - from 16 to 22 yards deep

The **CURL** is an area from the **inside leg of the wide receiver** to the **outside leg of the tight end area**

1. **Short Curl** - from the line of scrimmage to 8 yards deep
2. **Deep Curl** - from 16 to 22 yards deep

The **FLAT** is an area from the **inside leg of the wide receiver** to the sideline

1. **Short Flat** - from the line of scrimmage to 8 yards deep
2. **Deep Flat** - from 16 to 22 yards deep

The **width** of the **underneath zones** will vary according to the **split of the receivers** and the **offensive formation**. (number of receivers aligned to one side).

The following are deep zones we must cover:

The **DEEP OUTSIDE 1/3** is an area from 5 yards outside the hash to the sideline extending from 16 yards deep to the end zone.

The **MIDDLE 1/3** is an area from the middle of the field to 5 yards outside the hash extending from 16 yards deep to the end zone.

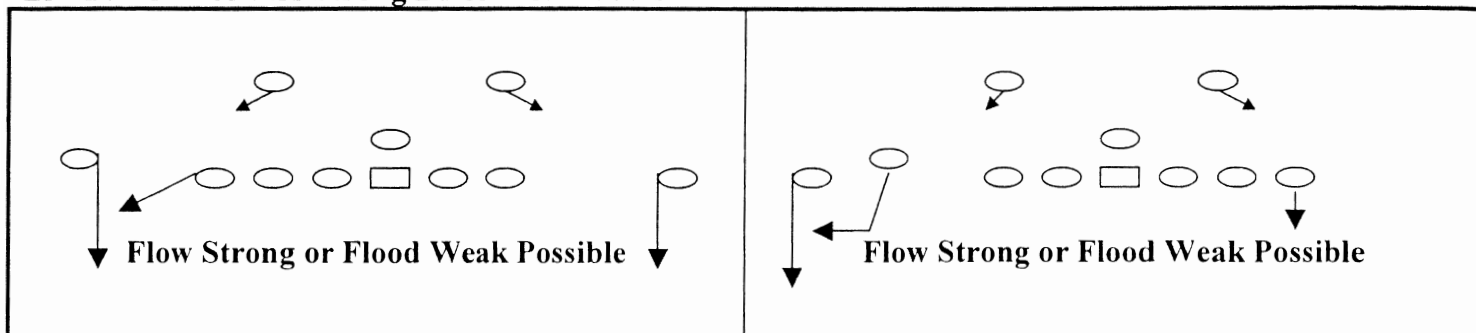
The **DEEP 1/2** is an area from the middle of the field to the sideline extending from 16 yards deep to the end zone.

The POINTS OF AIM for defenders covering a deep zone are:

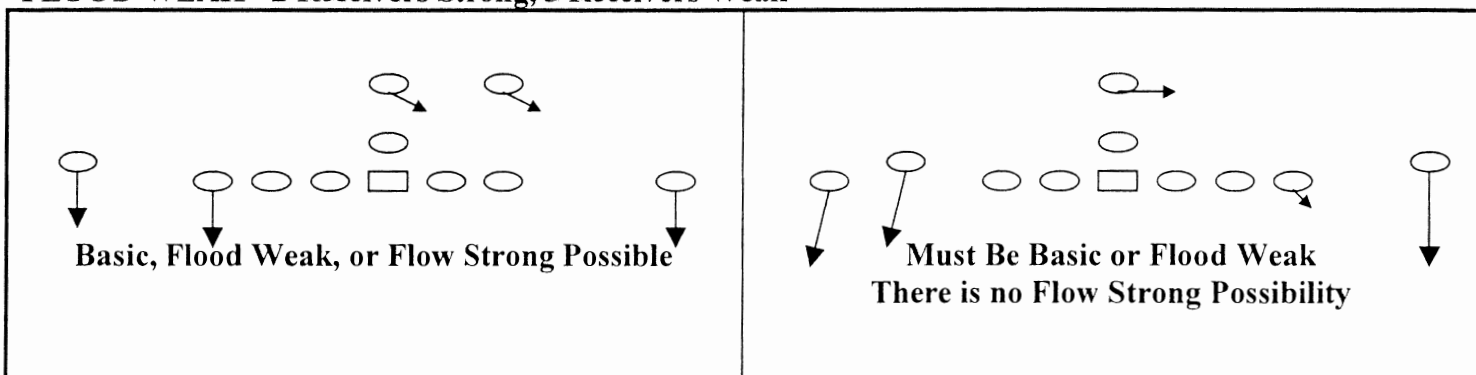
- Outside 1/3 - 3 yards outside of the numbers
- Middle 1/3 - Middle of the field
- Deep 1/2 - 3 yards inside of the numbers

Receiver Distribution

BASIC - 3 Receivers Strong 2 Receivers Weak.

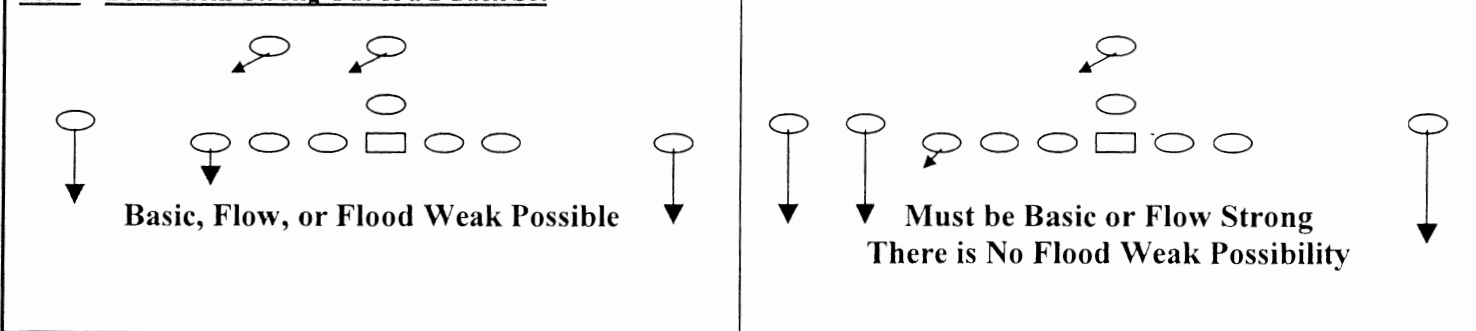


FLOOD WEAK - 2 Receivers Strong, 3 Receivers Weak



FLOW STRONG - 4 Receivers Strong, 1 Receiver Weak

Flow - Both Backs Strong Out of a 2 Back Set



Pass Rush: Concept Responsibility

In The Bengal's Defense Someone Will Be Responsible For Containment On Both Sides Of The Pass Rush. Also, There Will Be A Pressure Lane On Both Sides Of The Ball. The Particular Assignment Will Vary By Defense, Stunt Or Pressure, But All Rush Members Must Understand The Concept Of Balance And Containment.

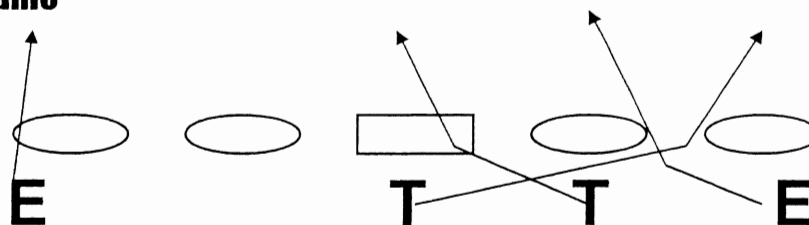
General Comments On Containment

- 1. Contain Rusher Must Reach The Level Of The QB And Squeeze The Pocket. You Must Go Past The Quarterback Before You Come Underneath The Blocker - In This Move You Will Still Be At The Quarterback's Level
- 2. It Is Particularly Important To Maintain Contain In Our Pressure Defenses. The QB Will Look To Escape The Pressure From The Inside And Work To The Outside Of The Rush.
- 3. If The Quarterback Does Break Containment, Coverage People Stay "Plastered" On Your Responsibility Until You Are Sure The QB Has Crossed The Line Of Scrimmage - Then Take Pursuit Angle To Tackle Him. Make The Quarterback Run The Ball - Do Not Give Him An Open Receiver

Some Pass Rush Coaching Points

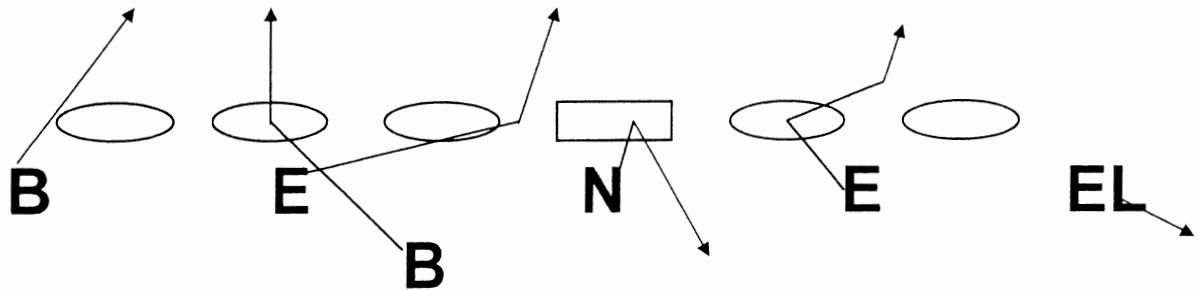
- 1. In various games or pressure, the defensive players must understand the concept of balance in the pass Rush:

** 3 Man Game



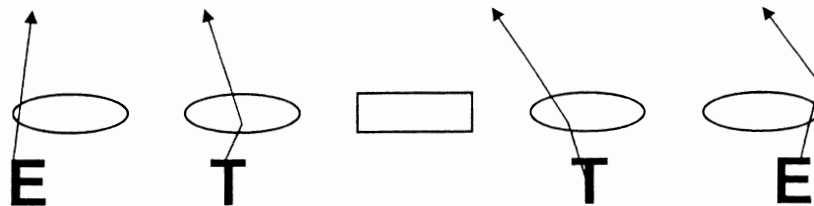
Right Tackle Must Fight Across All Blockers To The Left Side Pressure Lane.
Do Not Leave Us With Three Men On One Side

** Contain From "3" Alignment



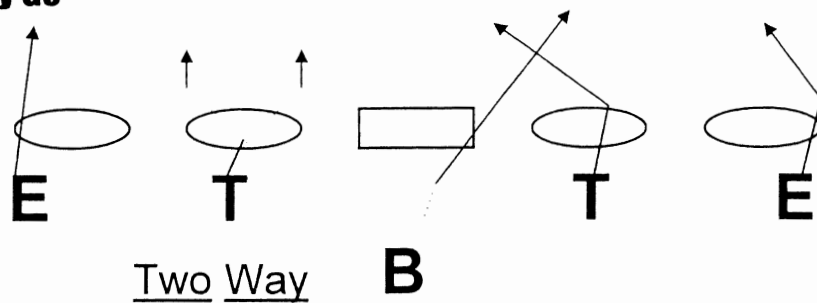
Right End Must Be Aware Of Offensive Tackle Outside And Fight To Contain. Tackle Will Look For Work And Want To Seal Him Inside.

** Balanced Four Man Rush



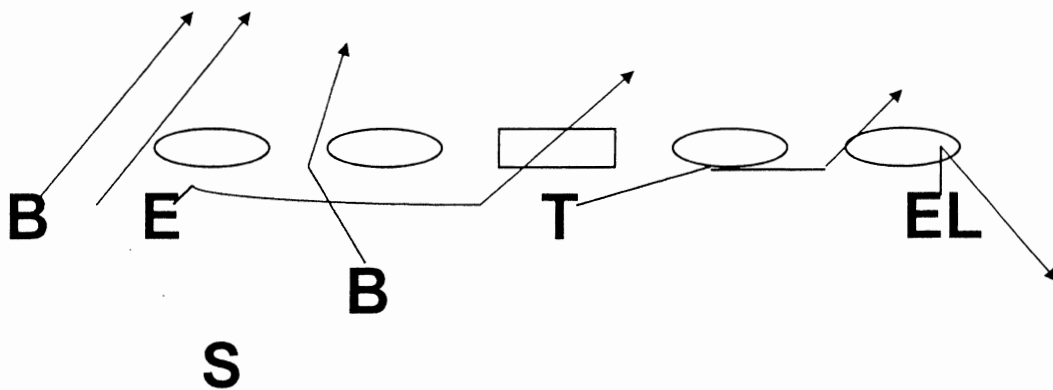
Tackles Must Coordinate Inside Rush. We Will Not Have Two Outside Rushers. Communication Is Necessary To Execute This

** Two Way Go



If A Defender Has "Two Way" Go As In Case Of The Left Tackle Above, He Can Set The Offensive Player And Take Either The Inside Or Outside Rush Lane.

** Fire Zone Balance

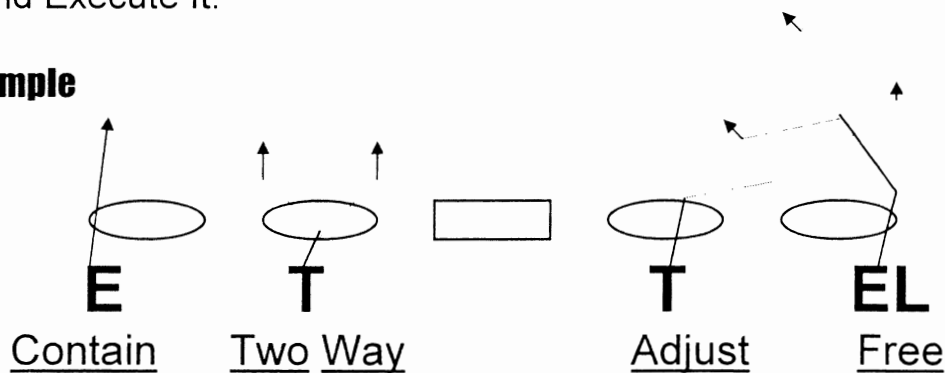


By Design Of Defense, Player May Cross 3 Or 4 Faces To Balance Our Rush. In The Above Diagram, The Nose Has Contain And The Left End Has The Right Side Pressure Lane

Discipline

Don't Be A "Cowboy" Free Lancer. Some Defenses Will Allow You To Free Rush With A Compensating Adjuster Behind You. If This Is Not The Case, Know Your Responsibility And Execute It.

** Example



The Right End Can Go Anywhere To Beat The Tackle, The Right Tackle Will Adjust His Rush To Balance With The End

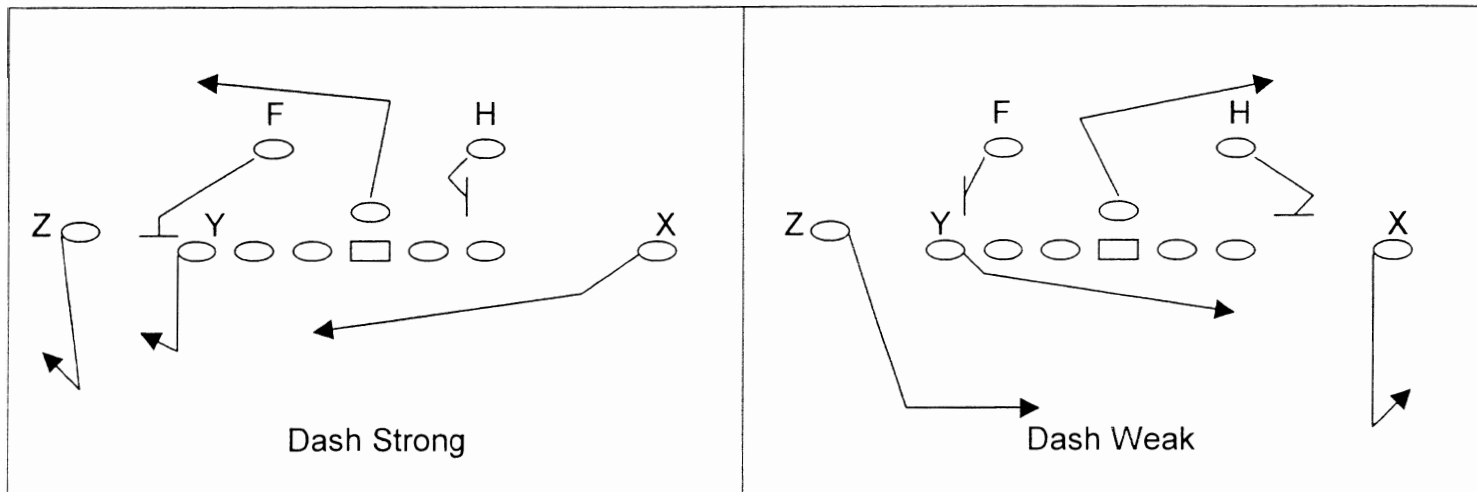
Patience And Effort

Keep Coming And Stay After The Quarterback. He Will Throw Quickly A Lot Of Times. Keep Coming Off So That When The Opportunity Is There And He Holds The Ball, You'll Be There For The Sack

Containing The Dash

Because of the nature of the dash play, we need to commit a defender from the coverage element to help in contain on the dash. We can do this because they take a potential receiver from the pattern to use as a blocker to the dash side. The dash play has the following characteristics. They are:

1. Two receivers releasing in pattern to the side of dash with third receiver blocking the man responsible for pass contain (Strong side). If the Dash is run weak, it becomes a one receiver route (there is a potential second Receiver crossing from strong side) with the #2 receiver weak acting as dash blocker



2. QB rolling to dash block with either one or two pulling lineman presenting contain problems
3. A crossing receiver opposite dash side

We will regain contain on the dash in two ways depending on whether we are in a man or zone coverage

Note: People like to dash in the long yardage situations, the last play of the half or game, or just to avoid a strong blitz rush

** Along with the comeback routes, people like the comeback and go

*** Other Dash Notes:

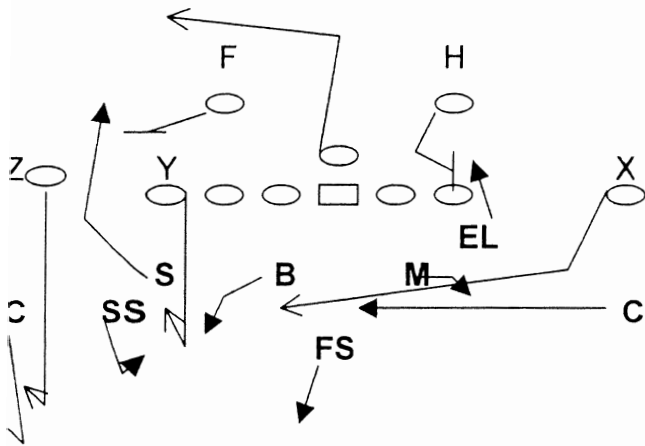
- If Our End Is In Pass Contain To The Dash Side, He Is In A Difficult Situation. He Will Fight Through Two Primary Blockers To Pursue A QB Rolling Toward Him. Be Prepared To Defend A QB Outside Of Contain
- Work To Establish A "Man" Relationship To The Dash Side Receivers. Be Alert For The Crossing Routes
- The FLAT ZONE Defender Opposite The Dash Must Be Alert For The THROW BACK Screens Or Sneaks

Containing The Dash In Man Coverage

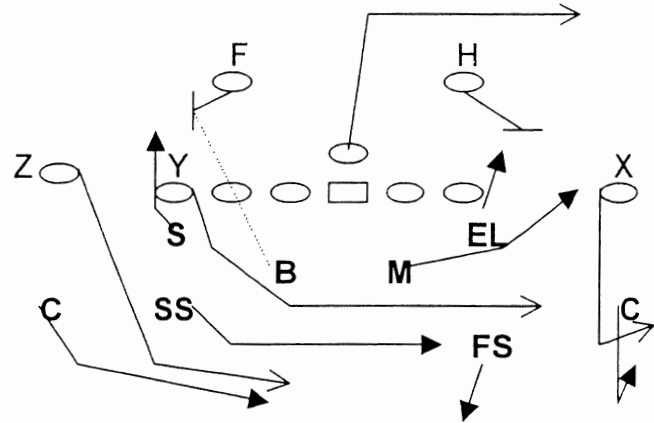
In Man Coverages, the man responsible for covering the dash blocker will regain contain

*** Note *** We will adjust this technique vs. a team that uses their Dash Blocker as a check down receiver, but this is not a common pattern.

One "Y"

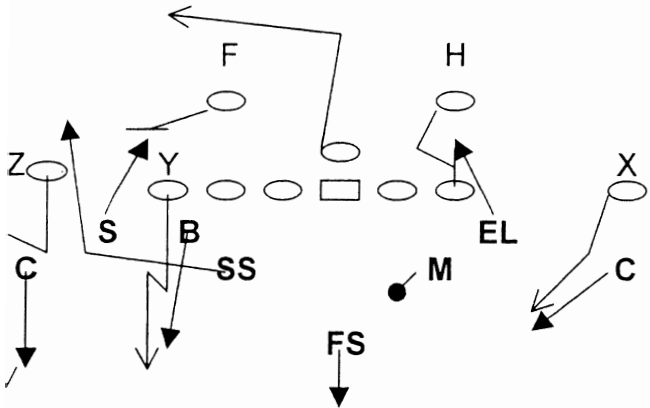


Dog Rush 1

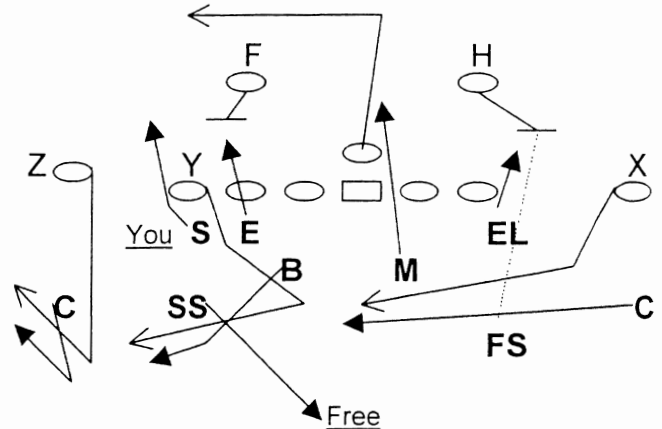


In Tango situations, contain is regained the same way based upon the call by the outside defender. (Me/You)

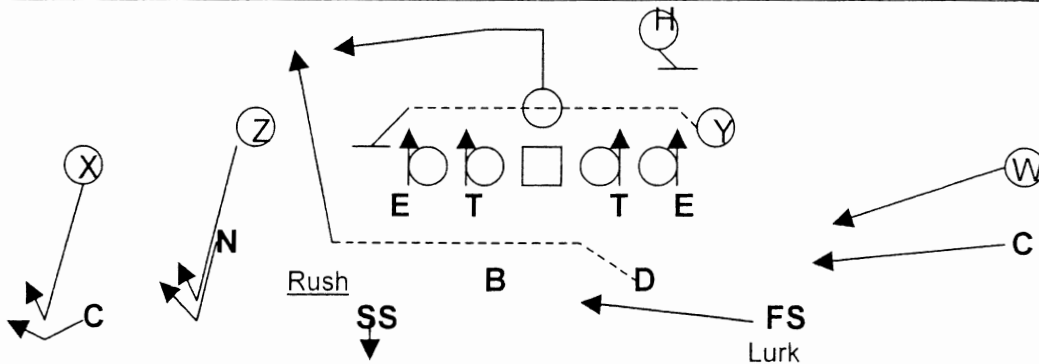
Sub Dog 1



Open Bear 1 (Tango)



Nickel 51

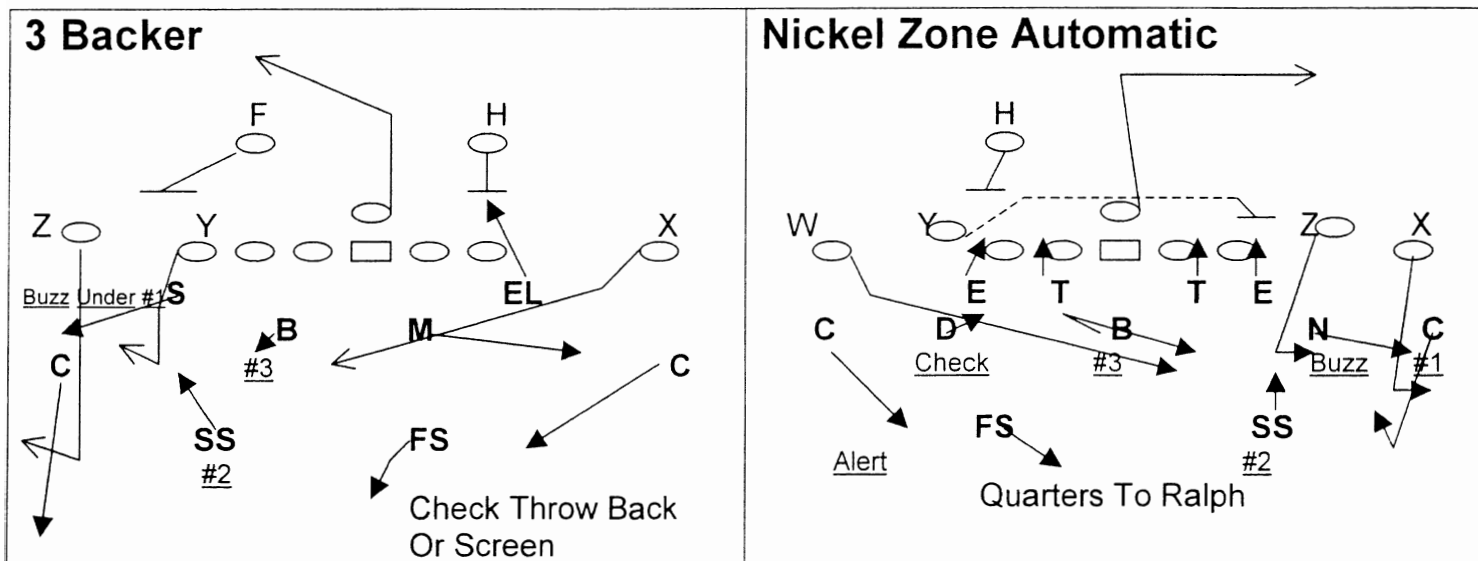


Containing The Dash In Zone Coverage

1. In any zone coverage, the dash will be contained by coordination between the FLAT, CURL And HOOK defenders.

FOUR UNDER – THREE DEEP ZONE

- A. FLAT or CURL FLAT defender will drive inside out on #1 receiver and take away the Deep Comeback route
- B. HOOK-CURL defender will drive inside out on #2 receiver to the dash side. Be alert For the deep crossing route from the opposite side. If the Quarterback breaks the Pocket and scrambles across the LOS, the HOOK-CURL defender will come to LATE CONTAIN.



FIVE UNDER – TWO DEEP ZONE

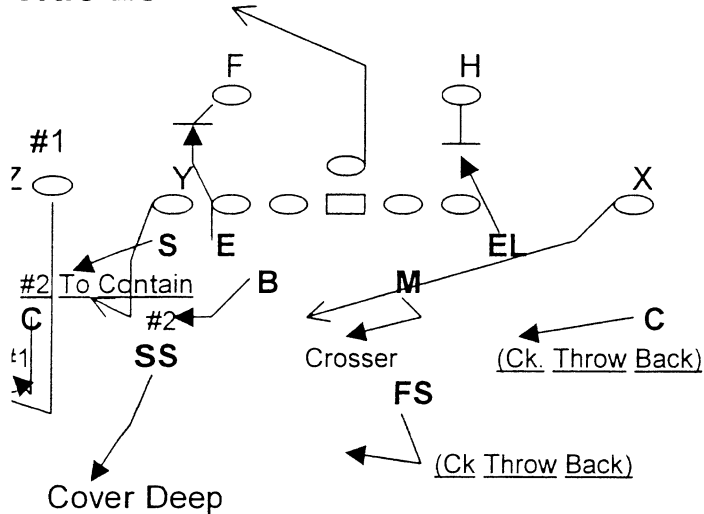
A. Strong Side Rules

1. FLAT defender will hold the deep comeback route by the #1 receiver.
2. STRONG SIDE CURL defender will cushion and check for the crossing route. Widen and come to LATE CONTAIN if the Quarterback crosses the LOS
3. STRONG SIDE HOOK defender will drive hard inside out on the #2 receiver

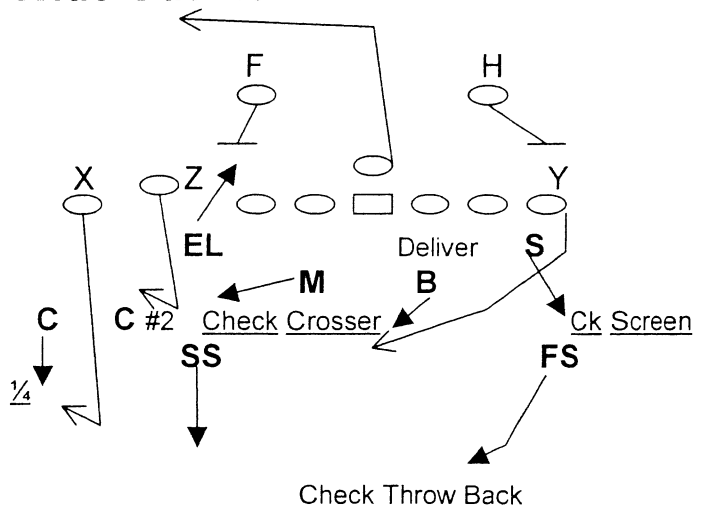
B. Weak Side Rules:

1. Same as 4 Under – 3 Deep Zone

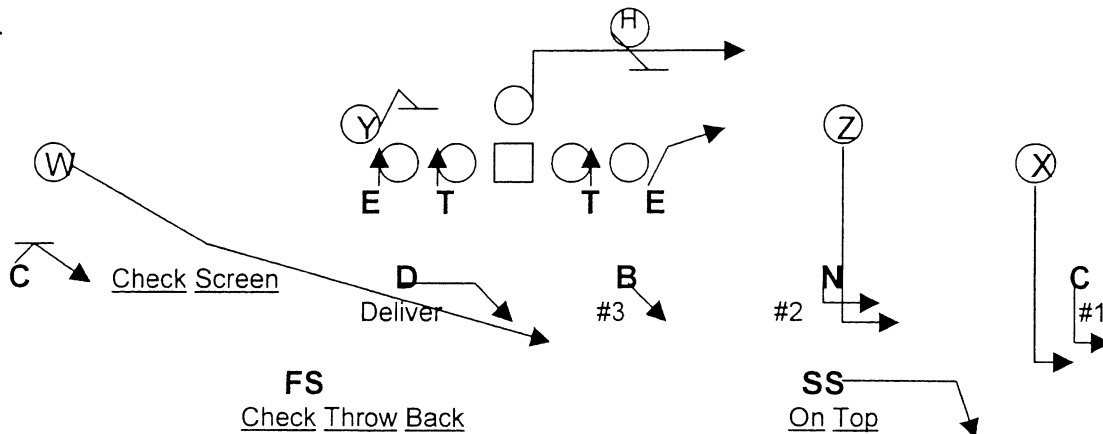
Wide 23



Wide Odd 49



ickel 52 Wild ild



* Queens Or Trips, Check Buster May Play Slightly Different

TWO MINUTE

TWO MINUTE DEFENSE - "BONUS TIME"

Probably the most important time of the ball game is with two minutes to go in either half. The last two minutes of either half can have direct bearing on who wins and loses. A team that can handle itself through this period without confusion and frustration can win football games. It is imperative that in this critical time period we maintain **POISE, CONFIDENCE** and **EXECUTE**. In other words, a successful defensive unit must be able to control the play in these situations.

Generally speaking, one of two situations prevail at these two critical time periods in the game.

- 1. **WE ARE LEADING** - We must expend some time by helping to run out the clock and under no circumstances contribute to their attempt to score.

- 2. Our defensive plan will be governed by the number of points needed by our opponent (a touchdown vs. a field goal). We will have several alternatives which will be called by your defensive signal caller. We may or may not have the benefit of a defensive huddle. It is important that we keep an open line of communication between all members of our defensive team.

- ****
 - A. Do Not allow the ball carrier to get out of bounds, protect the sideline
 - B. Don't request a time out unless it is called from the sideline. (Always be heads up for "Time Out" call from the sideline) (Look To The Defensive Coordinator Immediately after snap).
 - C. No Penalties - They stop the clock
 - D. Be slow to unpile and getting back to LOS (*Aware of Officials)

- 3. **WE ARE BEHIND** - We must conserve time and regain possession of the ball

- 4. Don't relax in your assignment but do everything possible to knock the ball from your opponents hands
- 5. Unpile quickly and get into your defensive huddle
- 6. Force the ball carrier out of bounds
- 7. Our defensive signal callers watch the sideline for instruction as to when to use a called time out.

C. THE CLOCK - DURING THE LAST TWO MINUTES

CLOCK STARTS ON SNAP	CLOCK STARTS ON REFEREE'S SIGNAL
<ol style="list-style-type: none"> 1. After two minute warning 2. After out - of bounds play 3. After incomplete pass 4. After called Time Out 5. After touchback 6. After change of possession 7. After Defensive foul 8. After a fumble that goes backward and out - of bounds. (Ball spotted at point ball went out). <p>*Change from normal game situation</p>	<ol style="list-style-type: none"> 1. * After an offensive foul 2. After measurement for first down 3. After excessive play not caused by either team (Crowd Noise) 4. * After time outs over the legal three (cost - 10 seconds on clock) 5. After any equipment repair 6. After a fumble that goes forward and out of bounds. (Ball spotted at spot of fumble)

***2002 Rule (Rule 4 Section 3, Article 7) Change - During the Last Two Minutes Of The Game The Clock Will No Longer Stop Following A Sack.**

D. DURING THE LAST TWO MINUTES

1. More than three time outs are NOT allowed except for a designated INJURED player who must be removed from the game (designated by Captain or Coach). This fourth time out is NOT PENALIZED. A fifth or more time out is penalized five yards
2. In the above cases of time outs for injury, if the team is behind or score is tied, time starts with the REFEREE'S SIGNAL but play cannot start until 10 SECONDS is run off the clock. The UMPIRE will signal the Quarterback when the 10 seconds is up and play can start. Either half can end during this 10 SECOND period.

****While An Offensive Team Runs One Play Every 46 To 48 Seconds, Under Normal Situations The Average "No Huddle" Time Needed To Run A Play Is 24 To 28 Seconds. When They Are Behind In The Last Minute Of A Game, The Average Time Needed To Run A Play Is 13.7 Seconds!!!**

Each Member Of Our Defensive Team Must Know The "No Huddle" Calls From Various Defensive Groupings For The Week And Respond IMMEDIATELY To The "Call"

Offensive Terminology

Offensive Terminology

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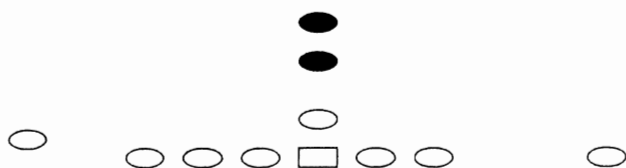
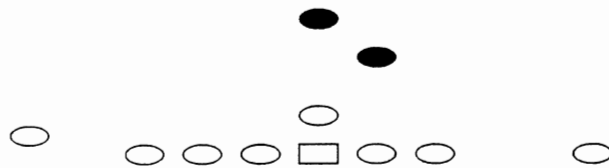
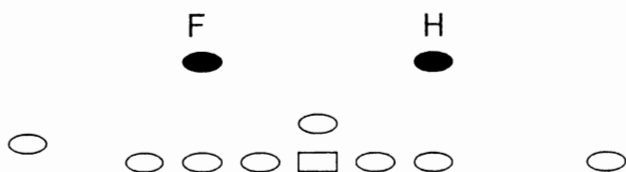
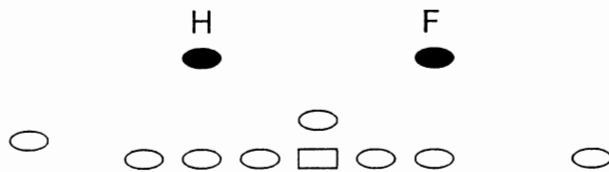
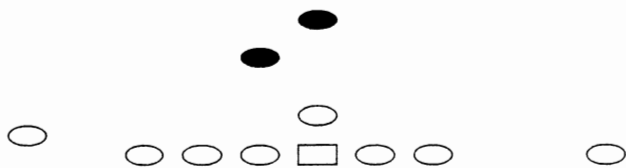
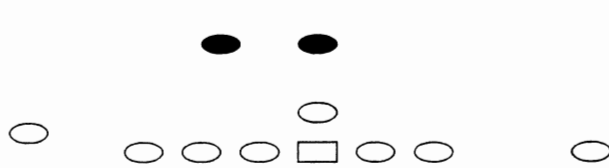
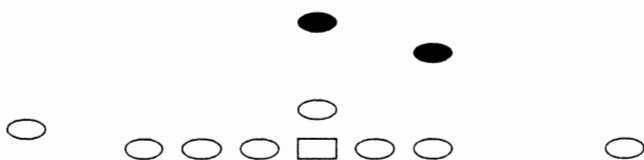
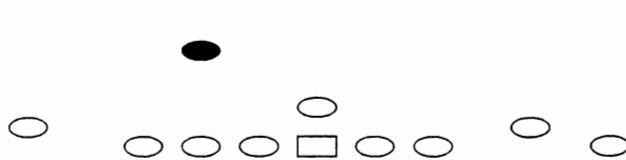
NAMES OF OFFENSIVE POSITIONS

F -	Fullback
H -	Halfback
Y -	Tight End
Z -	Flanker
X -	Split End
U -	2nd Tight End in the Game
M -	3rd Tight End in Game or Move Man
W -	Third Wide Receiver
V -	4th Wide Receiver in the Game
R -	5th Wide Receiver in Game

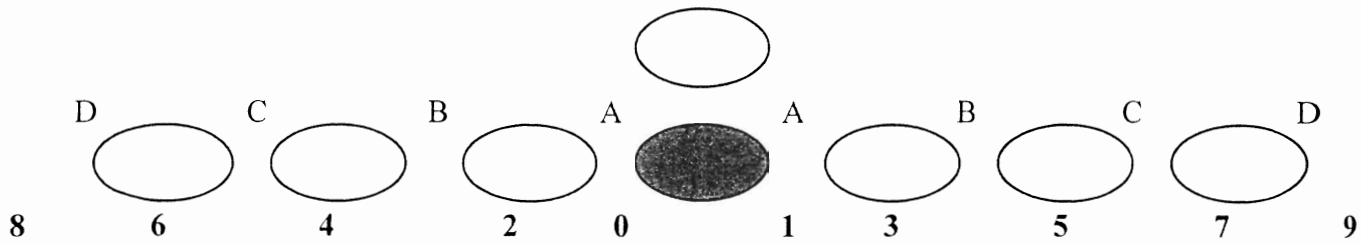
TYPES OF OFFENSIVE PERSONNEL AND FORMATIONS

REGULAR -	2RB, 1TE, 2WR
ACE -	1RB, 2TE, 2WR
TENS -	2RB, 2TE, 1WR
CLUBS -	1RB, 3TE, 1WR
KINGS -	1RB, 1TE, 3WR
QUEENS -	2RB, 0TE, 3WR
FLUSH -	1RB, 0TE, 4WR
STRAIGHT -	0RB, 1TE, 4WR
ROYAL -	0RB, 0TE, 5WR
JACKS -	3TE Within the Wing Position, 2RB, 0 WR
POKER -	Unusual Offensive Package

Common Backfield Sets

I Backs**Far I****Split Backs****Split Opposite****Near I****Near****Far****Near (Roc – Remaining Back Offset Closed)**

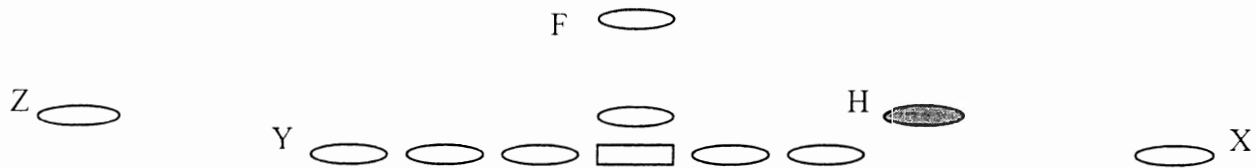
OFFENSIVE HOLE NUMBERING



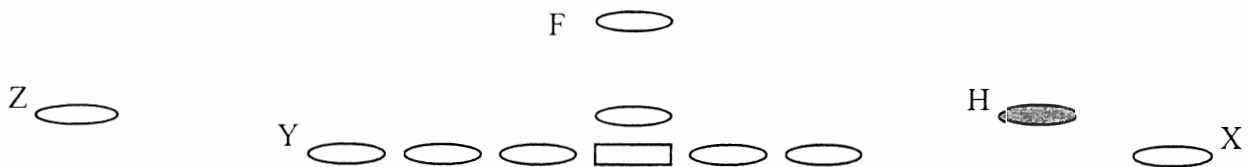
1. Even Numbers are always to the left regardless of formation strength
2. Odd numbers are always to the right regardless of formation strength
3. Hole numbers 2 - 8 and 3 - 9 are designated as the area over an offensive lineman. Hole numbers 0 and 1 are the trap holes on either side of Center

POSITIONS AS RECEIVER "H" OR "F"

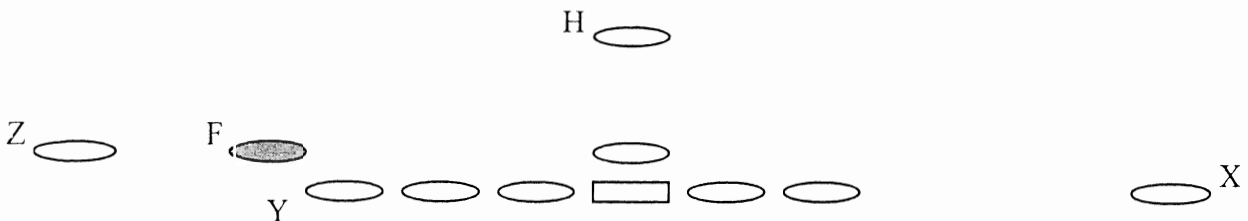
A) H WING - Off the Line 1-3 yards from the End Man on the LOS



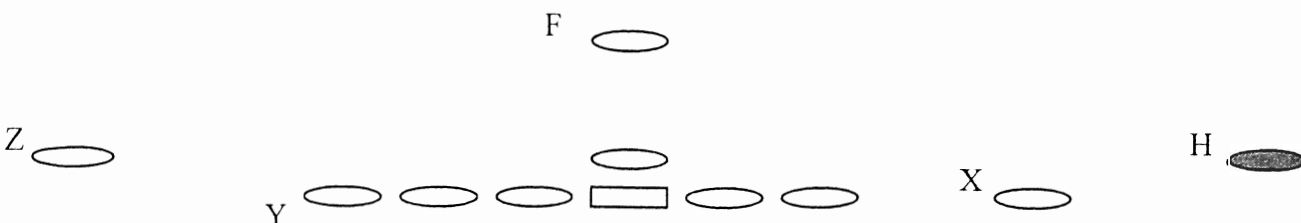
B) CRACK - 4 to 6 yards from the tackle



C) F - WING - Off the line 1 -3 yards from the End Man on the LOS

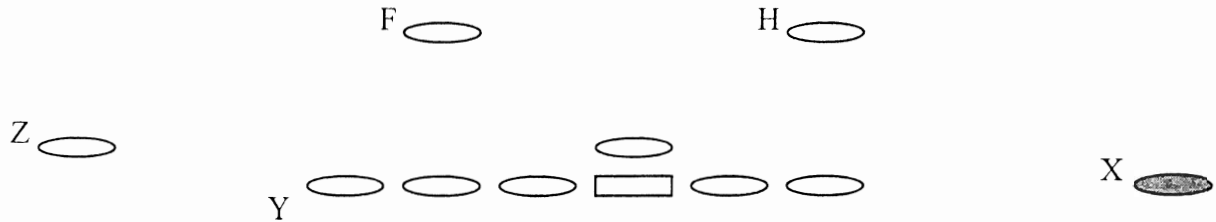
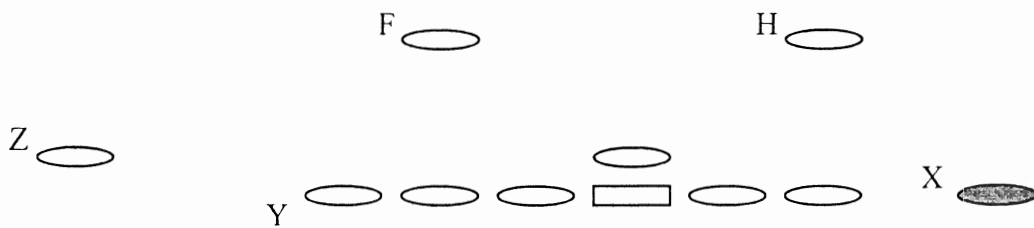
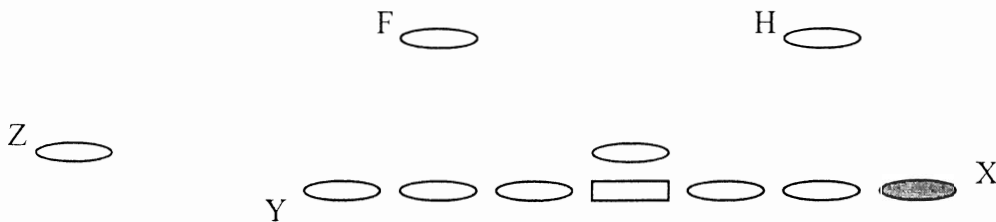
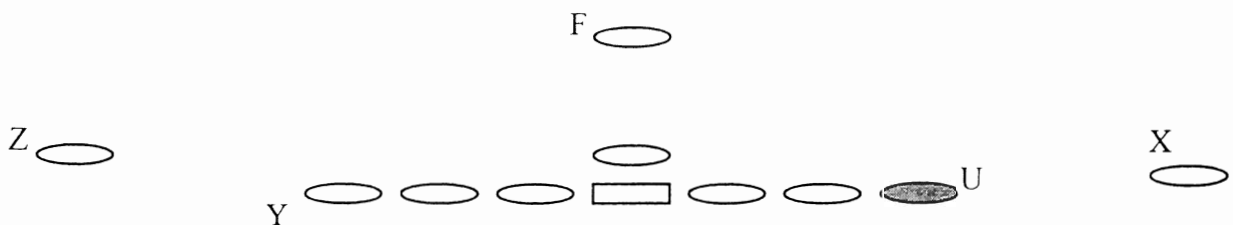
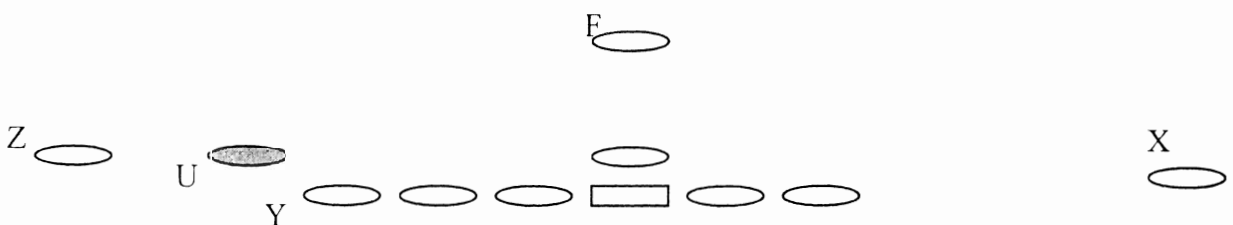


D) WIDE - Widest Receiver in the formation

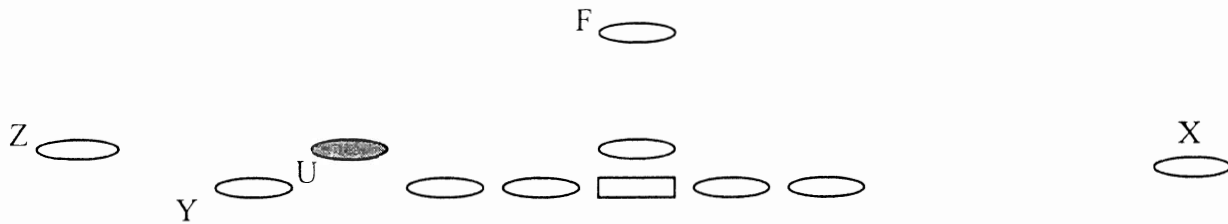


X - SPLIT END

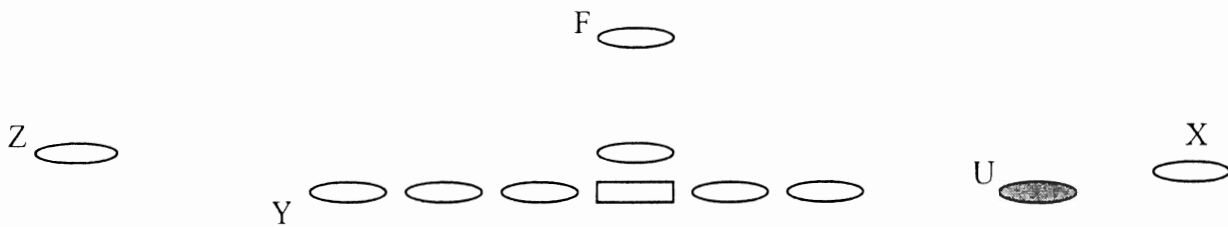
Designates wide receiver normally aligned on the Line Of Scrimmage to the weak side of the formation. Exception on slot formation X is aligned on the strong side with Z

A) Normal - 7 or more yards outside Tackle**B) CRACK - 4 to 6 yards outside Tackle****C) Tight - 1 - 3 yards outside the Tackle on the LOS****U - 2nd Tight End****A) NORMAL - 1 -3 yards on the line from the Tackle****B) WING - Aligned on "Y" side off the LOS 1 - 3 yards**

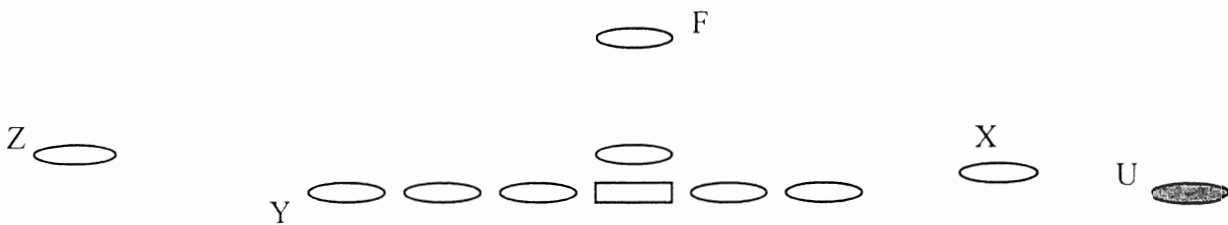
C) TRUMP - Is an inverted Wing



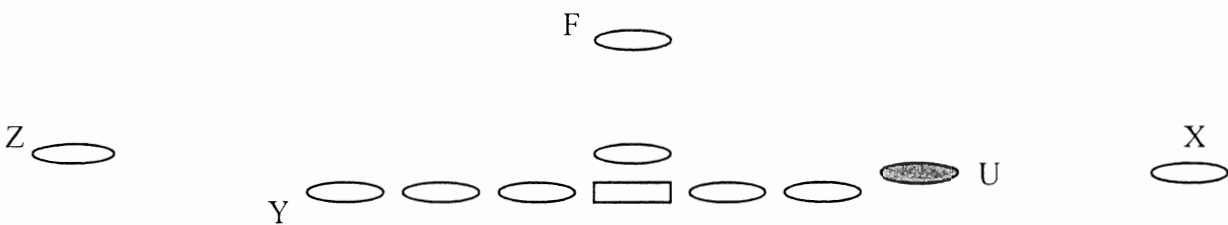
D) CRACK - 4 - 6 yards from Tackle on or off the LOS



E) WIDE - Widest receiver in the formation

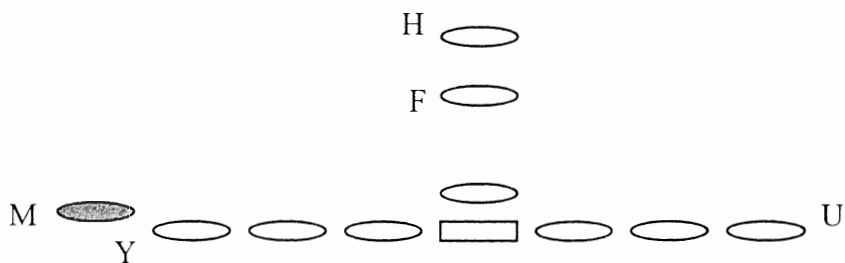


F) OFF - 1 - 3 yards from the Tackle off the LOS. Also could be "D" or "E" alignment only off the LOS



M - 3rd Tight End

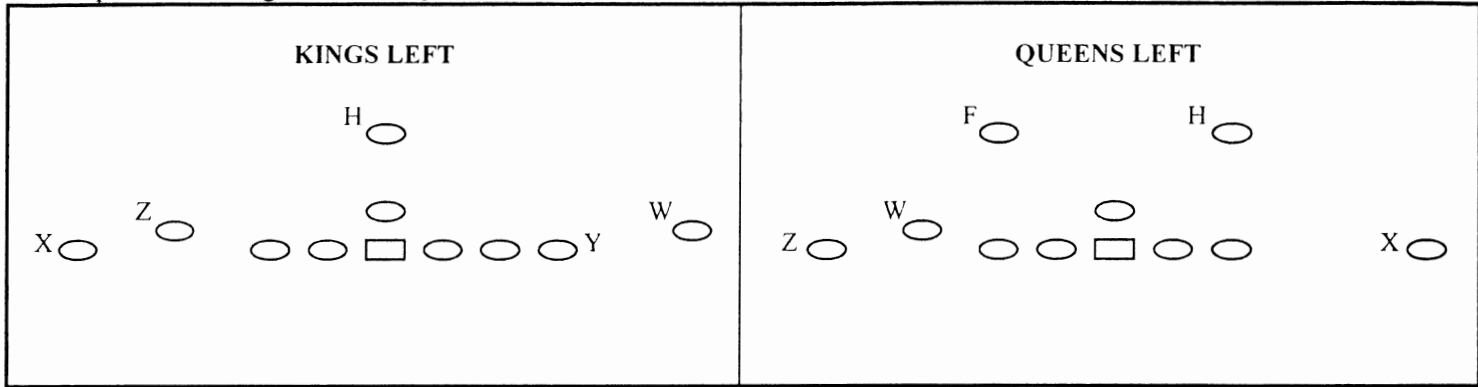
When there are 3 Tight Ends in the game, he is the Tight End who generally moves.



IDENTIFYING AND CALLING FORMATIONS

In calling formations we will have standard sets that teams use most of the time according to the personnel they have in the game. If they align in that set, we just call the personnel and the strength.

Example: Kings Left, Queens Left



If it is any other formation other than standard sets, we must identify where the difference lies. We have a priority order in identifying the differences.

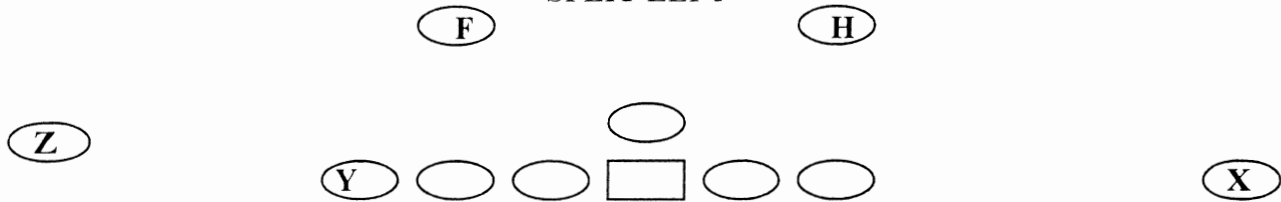
- 1.) **Personnel in the Game -** Ace, Kings, Queens, Jacks, Tens or Flush, etc.
- 2.) **Shotgun -** Identify Shotgun second
- 3.) **Distribution of Receivers -** Twin, Trips, Spread, Deuce, Trey, Power
- 4.) **Backfield Set -** Split, I, T, Near or Far
- 5.) **Receiver Alignment -** Slot, Speed, Flip, Heavy, Loaded, Trump
Strong Side
- 6.) **Formation Strength -** Left or Right
- 7.) **Alignment of Inside -** Off, Close, Crack, Wide, Trump
Receiver Strong
- 8.) **Alignment of Inside -** Off, Tite, Close, Crack, Wide, Trump
Receiver Weak
- 9.) **Receiver in Backfield -** Z, X, W, Y (Deuce, Trey) (Y Deep, Etc.)

PRO FORMATION

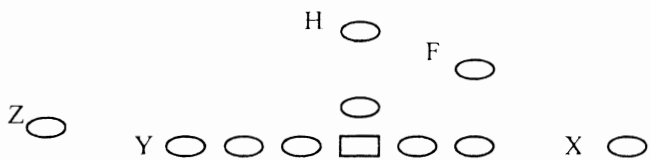
NORMAL FORMATION: Two Wide Outs - Z and X, One TE - Y, Two Backs - H and F

STANDARD SET: Z and X opposite sides in wide alignments, Y in tight alignment on strong side
H and F aligned in backfield

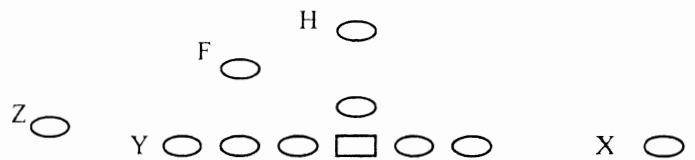
SPLIT LEFT



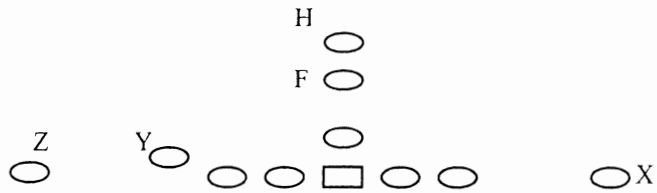
Far I Left



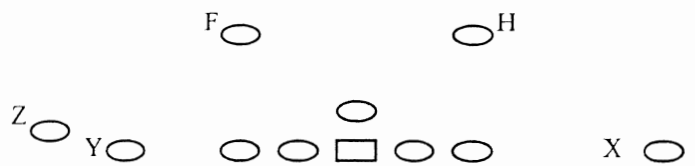
Near I Left



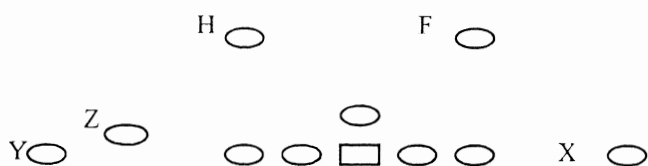
I Left Y Off



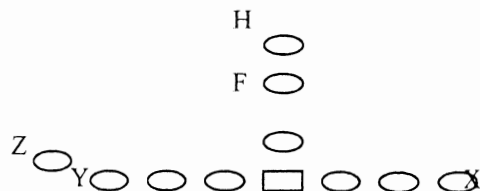
Split Left Y Crack



Split Opposite Left Y Wide



I Left Z Close X Tite



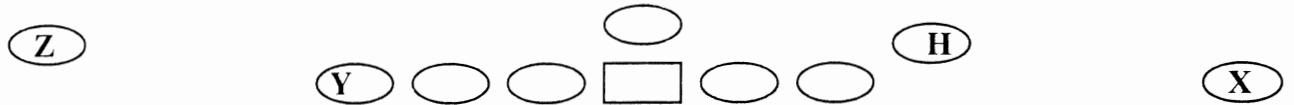
TWIN FORMATION

NORMAL FORMATION: Two Wide Outs - Z and X, One TE - Y, Two Backs - H and F

STANDARD SET: Z and X on opposite side - - wide alignment, Y in tight on Strong Side, H in close position

on weak side, F in FB alignment

TWIN LEFT



<p style="text-align: center;">Twin Near Left H Crack</p> <p>The diagram shows the Twin Near Left H Crack formation. At the top center is a circle labeled 'F'. Below it is a circle labeled 'Y'. To the left of 'Y' is a circle labeled 'Z'. To the right of 'Y' is a circle labeled 'H'. To the far right is a circle labeled 'X'. In the center, between 'Y' and 'H', is a rectangle. There are also several empty circles and ovals representing other players in the formation.</p>	<p style="text-align: center;">Twin Far Left H Wide</p> <p>The diagram shows the Twin Far Left H Wide formation. At the top center is a circle labeled 'F'. Below it is a circle labeled 'Y'. To the left of 'Y' is a circle labeled 'Z'. To the right of 'Y' is a circle labeled 'H'. To the far right is a circle labeled 'X'. In the center, between 'Y' and 'H', is a rectangle. There are also several empty circles and ovals representing other players in the formation.</p>
<p style="text-align: center;">Twin Left Y Crack</p> <p>The diagram shows the Twin Left Y Crack formation. At the top center is a circle labeled 'F'. Below it is a circle labeled 'Y'. To the left of 'Y' is a circle labeled 'Z'. To the right of 'Y' is a circle labeled 'H'. To the far right is a circle labeled 'X'. In the center, between 'Y' and 'H', is a rectangle. There are also several empty circles and ovals representing other players in the formation.</p>	<p style="text-align: center;">Twin Left Y Wide F Crack</p> <p>The diagram shows the Twin Left Y Wide F Crack formation. At the top center is a circle labeled 'H'. Below it is a circle labeled 'Y'. To the left of 'Y' is a circle labeled 'Z'. To the right of 'Y' is a circle labeled 'F'. To the far right is a circle labeled 'X'. In the center, between 'Y' and 'F', is a rectangle. There are also several empty circles and ovals representing other players in the formation.</p>
<p style="text-align: center;">Twin Left Y Off</p> <p>The diagram shows the Twin Left Y Off formation. At the top center is a circle labeled 'F'. Below it is a circle labeled 'Y'. To the left of 'Y' is a circle labeled 'Z'. To the right of 'Y' is a circle labeled 'H'. To the far right is a circle labeled 'X'. In the center, between 'Y' and 'H', is a rectangle. There are also several empty circles and ovals representing other players in the formation.</p>	<p style="text-align: center;">Twin Left Y wide H Wide</p> <p>The diagram shows the Twin Left Y wide H Wide formation. At the top center is a circle labeled 'F'. Below it is a circle labeled 'Y'. To the left of 'Y' is a circle labeled 'Z'. To the right of 'Y' is a circle labeled 'H'. To the far right is a circle labeled 'X'. In the center, between 'Y' and 'H', is a rectangle. There are also several empty circles and ovals representing other players in the formation.</p>

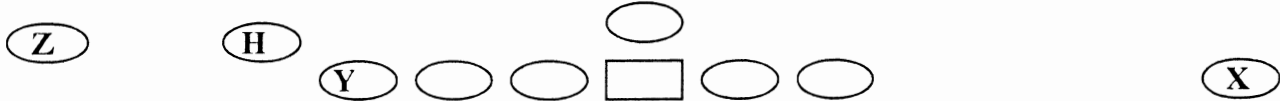
TRIPS FORMATION

NORMAL FORMATION: Two Wide Outs - Z and X, One TE - Y, Two Backs - H and F

STANDARD SET: Z and X on opposite sides, Y in tight on strong side, H aligned as Wing on Strong side, F in FB alignment

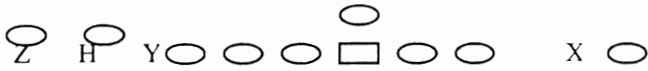
TRIPS LEFT

(F)



Trips Left H Crack

F ○



Trips Left H Wide

F ○



Trips Near Left Y Off H Crack

F ○



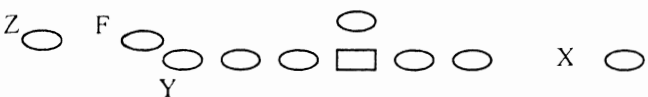
Trips Far Left Y crack H Wing

F ○



Trips Left F Wing

H ○



Trips Left Y wide H Wing

F ○

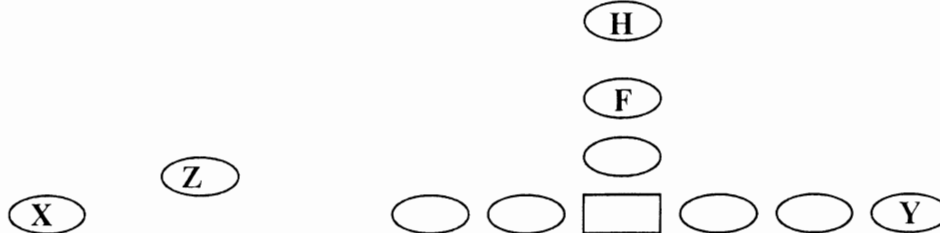


SLOT FORMATION

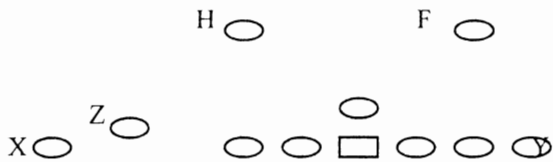
NORMAL FORMATION: Two Wide Outs - Z and X, One TE - Y, Two Backs - H and F

STANDARD SET: Z and X on same side with X wide and Z in a crack position, Y is tight on weak side, H and F aligned in backfield

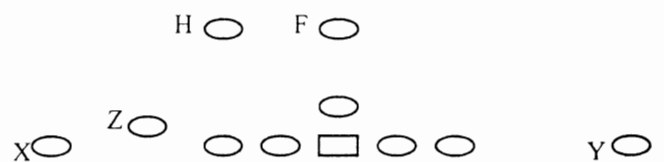
I SLOT LEFT



Split Slot Left



Far Slot Left Y Wide



FLIP FORMATION

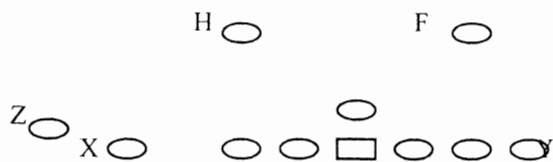
NORMAL FORMATION: Two Wide Outs - Z and X, One TE - Y, Two Backs - H and F

STANDARD SET: Z and X on the same side with Z wide and X in crack position, Y is tight on weak side, H and F in backfield

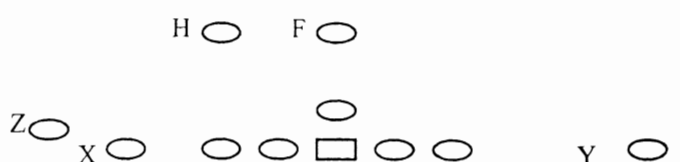
NEAR FLIP LEFT



Split Flip Left



Far Flip Left Y Wide



TWIN SLOT FORMATION

NORMAL FORMATION: Two Wide Outs - Z and X, One TE - Y, Two Backs - H and F

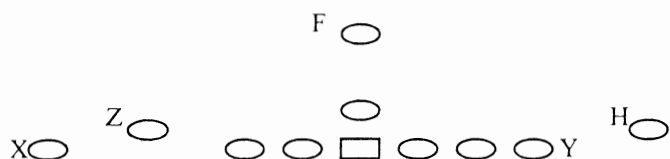
STANDARD SET: Z and X on same side with X wide and Z in crack position, Y is Tight on weak side, H is aligned as wing on weak side, F is in backfield behind QB

TWIN SLOT LEFT

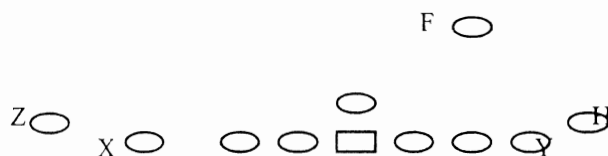
(F)



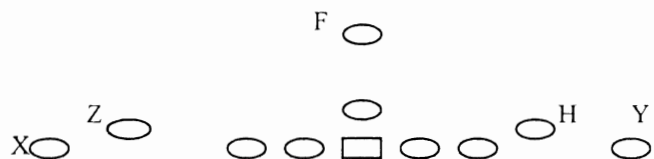
Twin Slot Left H Wide



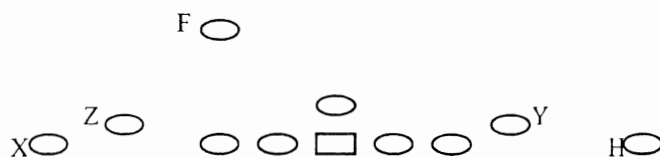
Twin Near Flip Left



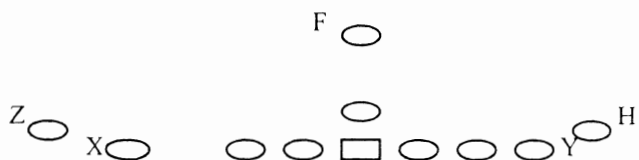
Twin Slot Left Y Wide



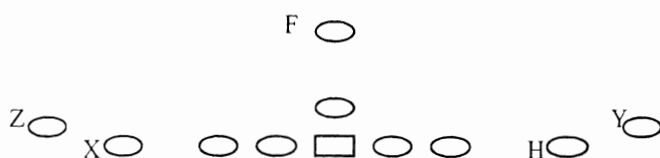
Twin Far Slot Left Y Off H Wide



Twin Flip Left



Twin Flip Left Y Wide H Crack

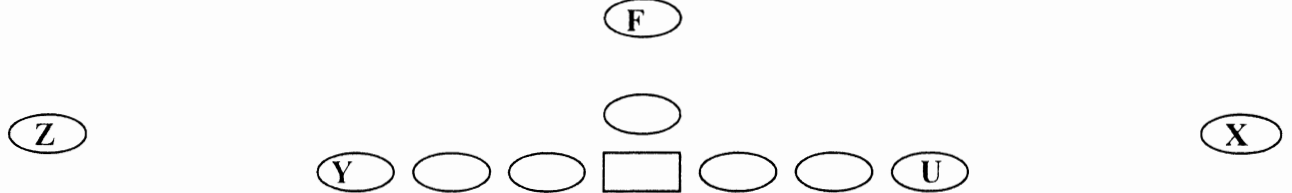


ACE FORMATION

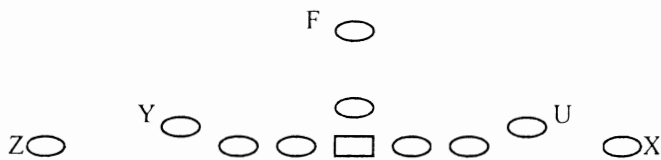
NORMAL FORMATION: Two Wide Outs - Z and X, Two TE - Y and U, one Back - F

STANDARD SET: Z and X aligned in opposite sides in wide position off the line, Y and U aligned on opposite sides in tight position, F aligned in backfield behind QB

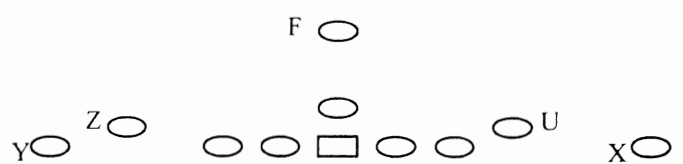
ACE LEFT



Ace Left Y Off U Off



Ace Left Y Wide U Off

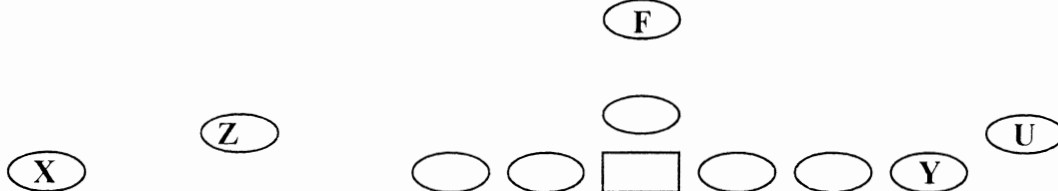


ACE SLOT LEFT

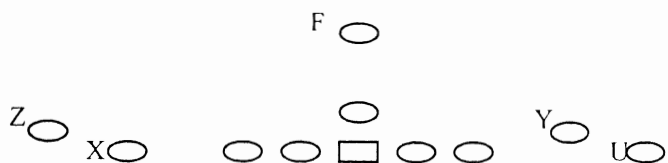
NORMAL FORMATION: Two Wide Outs - Z and X, Two TE - Y and U, one Back - F

STANDARD SET: Z and X aligned on the same side with X wide and Z in crack position, Y and U aligned on the same side with Y tight and U in a wing, F aligned in backfield behind

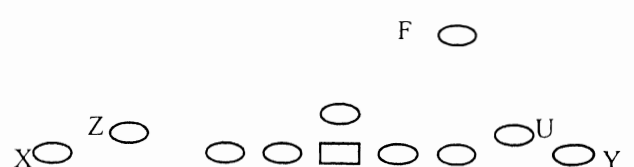
ACE SLOT LEFT



Ace Flip Left U Wide Y Crack



Ace Near Slot Left Trump

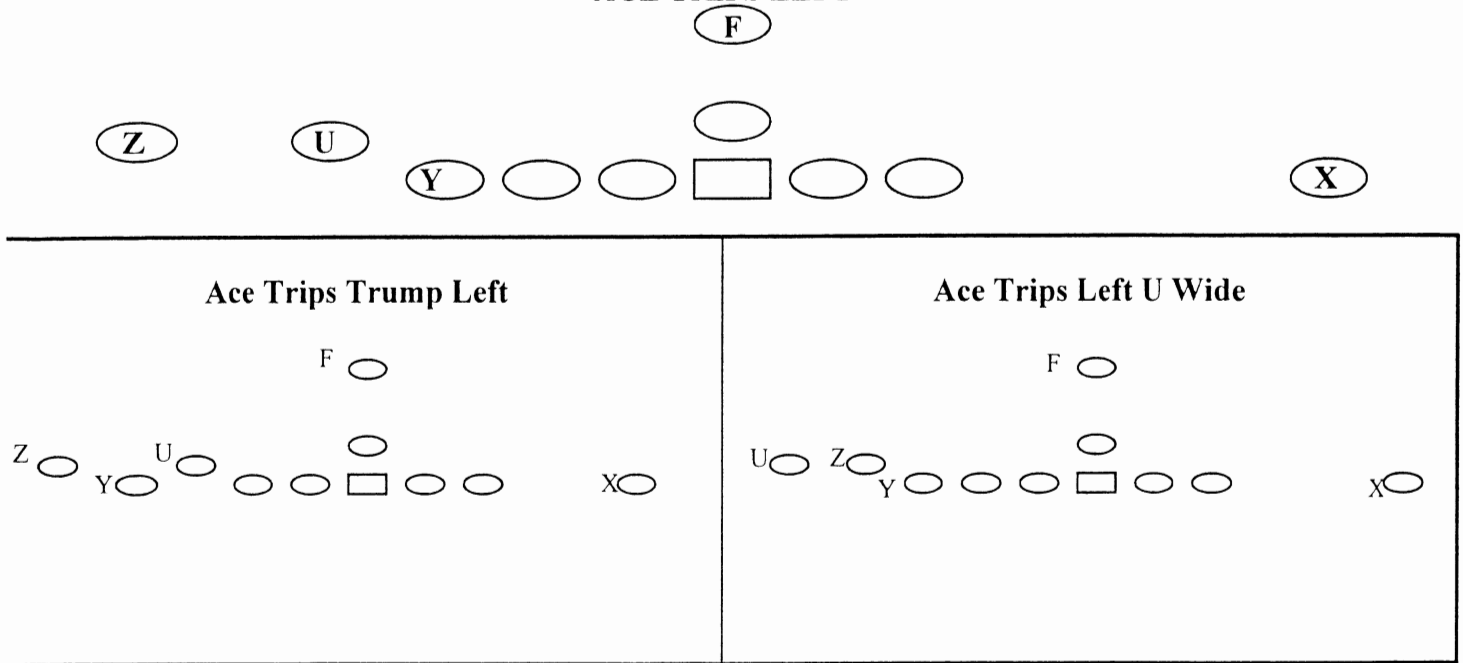


ACE TRIPS FORMATION

NORMAL FORMATION: Two Wide Outs - Z and X, Two TE - Y and U, One Back - F

STANDARD SET: Z and X aligned on opposite sides in wide position, Y and U aligned on same side, Y in tight position and U in wing position, F aligned in backfield behind QB

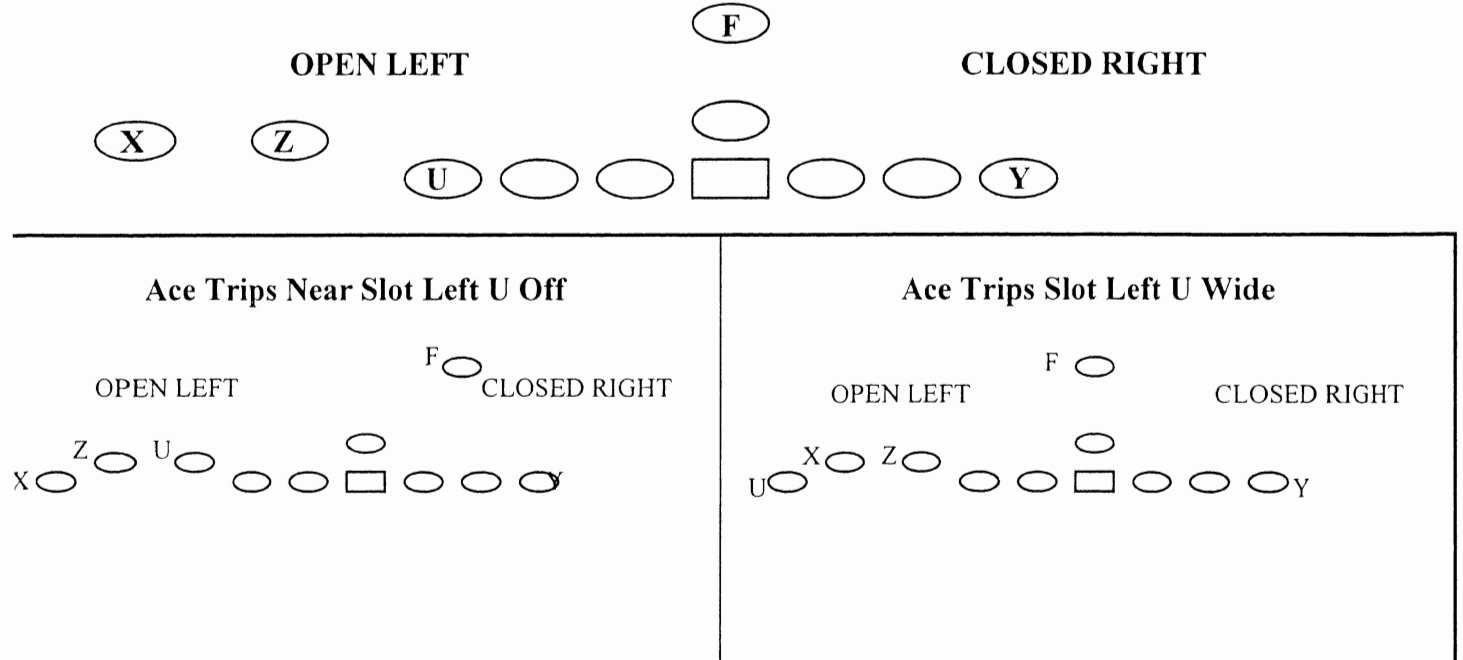
ACE TRIPS LEFT



ACE TRIPS SLOT FORMATION

STANDARD SET: Z and X aligned on same side off the line with X wide and Z in crack position, Y and U aligned on opposite sides in tight position, F aligned in backfield behind QB

ACE TRIPS SLOT LEFT

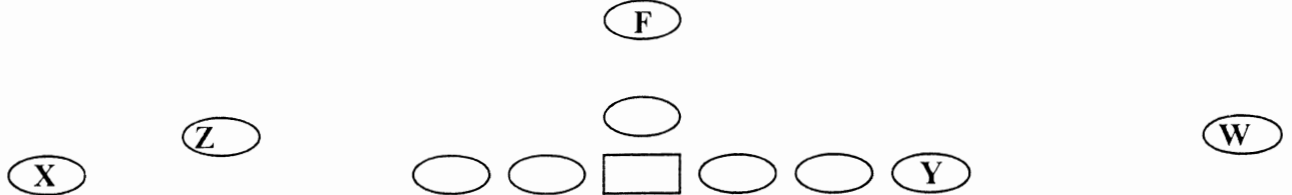


KINGS FORMATION

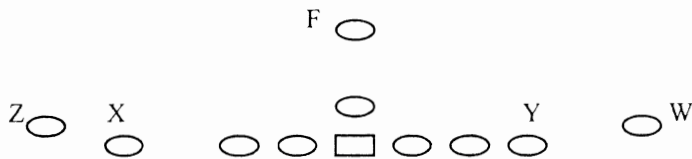
NORMAL FORMATION: Three wide Receivers - Z, X and W, One TE - Y, One Back - F

STANDARD SET: Z and X on same side with X wide and Z in crack position, Y is aligned on weak side in tight position, W is aligned on weak side in wide position, F is aligned in backfield behind QB

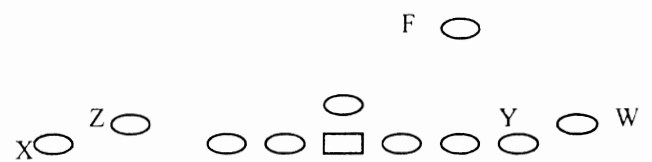
KINGS LEFT



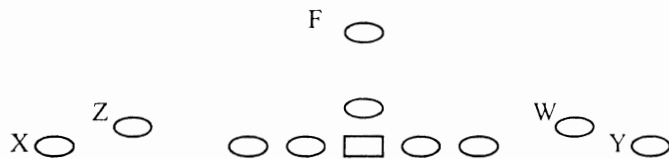
Kings Flip Left



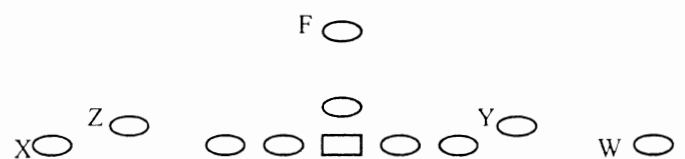
Kings Near Left W Wing



Kings Left Y Wide



Kings Left Y Off



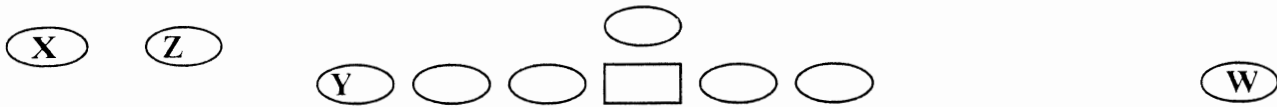
KINGS TRIPS FORMATION

NORMAL FORMATION: Three Wide Receivers - Z, X and W, One TE - Y, One Back - F

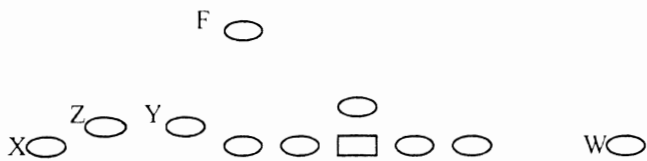
STANDARD SET: Z and X on same side with X wide and Z in Crack position
 Y is aligned on strong side in tight position
 W is aligned on weak side in wide position

KINGS TRIPS LEFT

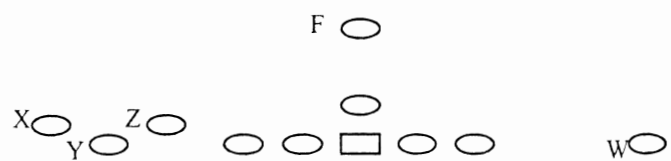
(F)



Kings Trips Near Left Y Off



Kings Trips Left Y Crack



KINGS TRIPS SPEED FORMATION

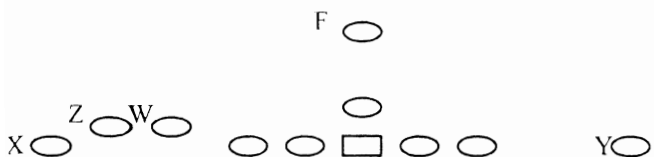
STANDARD SET: Z, X and W on the same side with X wide, Z in crack position and W in close position, Y is aligned to weak side in tight position

KINGS TRIPS SPEED LEFT

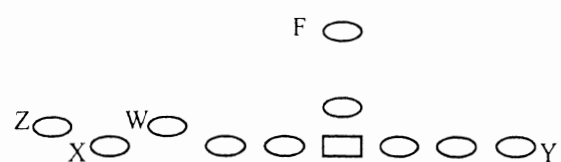
(F)



Kings Trips Speed Left Y Wide



Kings Trips Speed Flip Left

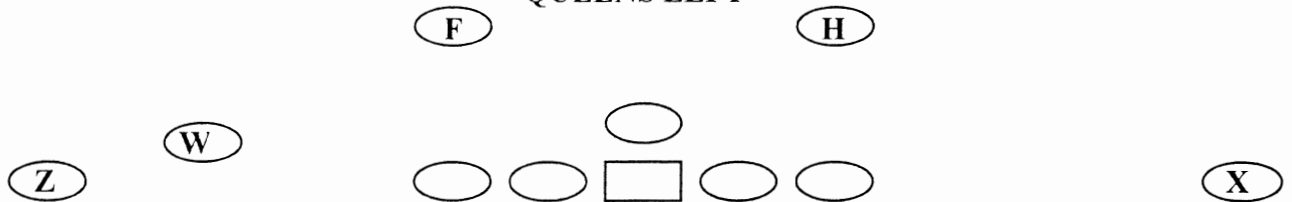


QUEENS FORMATION

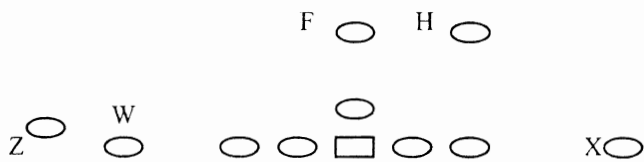
NORMAL FORMATION: Three Wide Receivers - Z, X, W, Two Backs H and F, No TE

STANDARD SET: Z and W on the same side with Z in wide position and W in crack position
X is aligned to weak side in wide position. H and F is aligned in backfield
with H to weak side and F to strong side

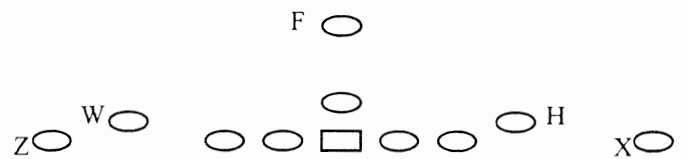
QUEENS LEFT



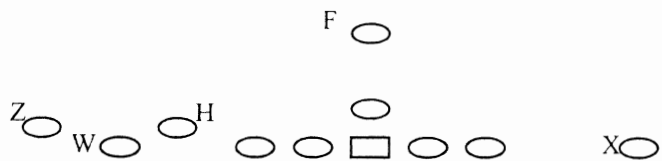
Queens Far Flip Left



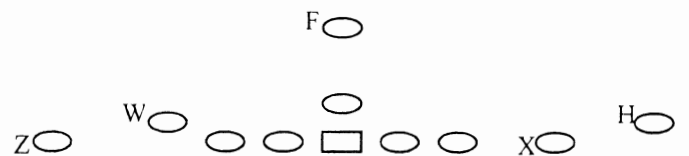
Queens Twin Left



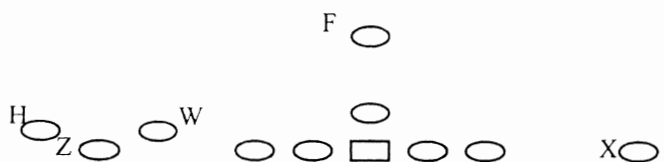
Queens Trips Flip Left



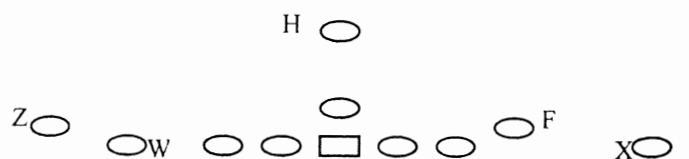
Queens Twin Left H Wide



Queens Trips Left H Wide



Queens Twin Flip Left

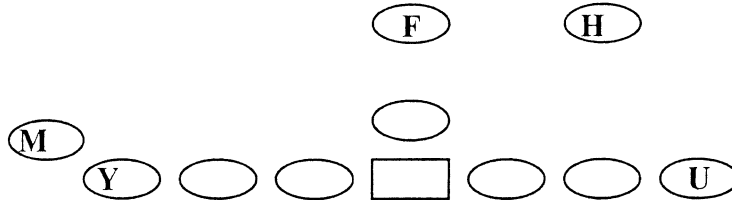


JACKS FORMATION

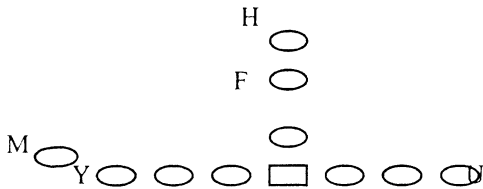
NORMAL FORMATION: Three TE's - Y, U, M; Two Backs H and F

STANDARD SET: M and Y on the strong side with Y tight and M in wing position
 U aligns on weak side in tight position
 H and F align in backfield

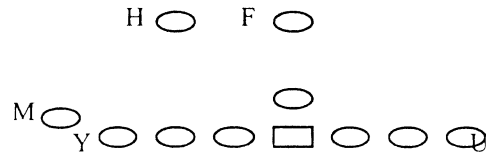
JACKS FAR LEFT



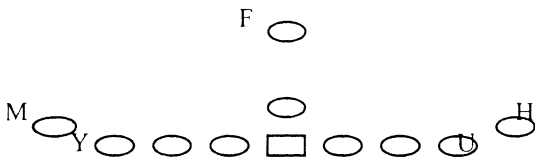
Jacks I Left



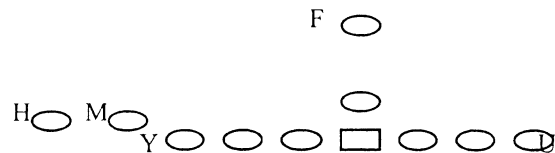
Jacks Near Left



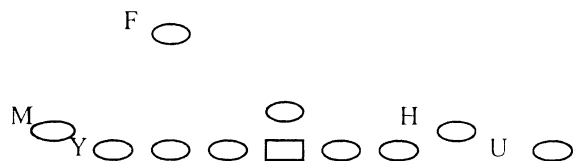
Jacks Twin Left



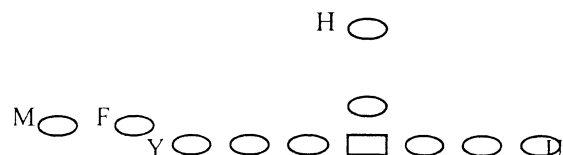
Jacks Trips Left H Wide



Jacks Twin Near Left U Wide



Jacks Trips Left M Wide F Wing

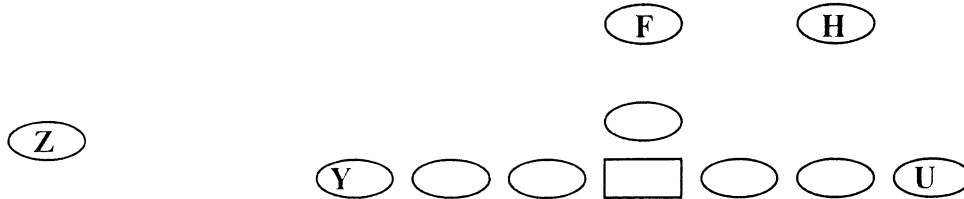


TENS FORMATION

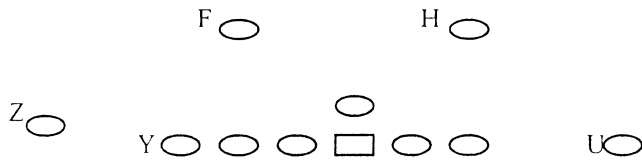
NORMAL FORMATION: One Wide Receiver - Z, Two TE's - Y and U, Two Backs - H and F

STANDARD SET:
 Z aligned off line in wide position on strong side
 Y aligned in tight position on strong side
 U aligned in tight position on weak side, H and F aligned in backfield

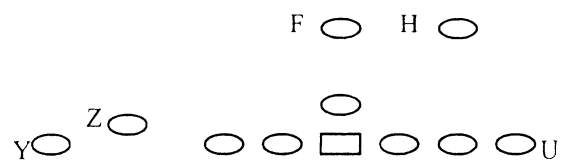
TENS FAR LEFT



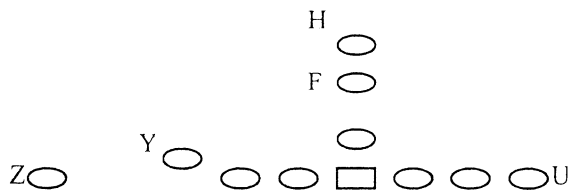
Tens Split Left U Wide



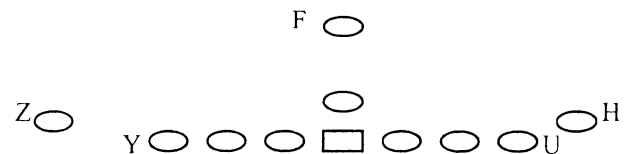
Tens Far Left Y Wide



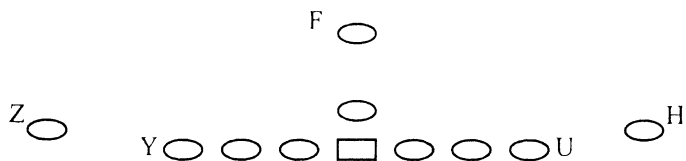
Tens I Left Y Off



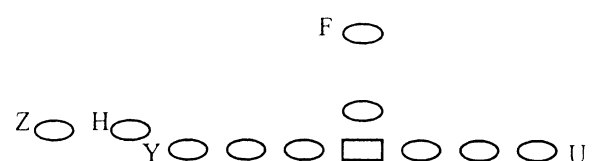
Tens Twin Left



Tens Twin Left H Wide



Tens Trips Left

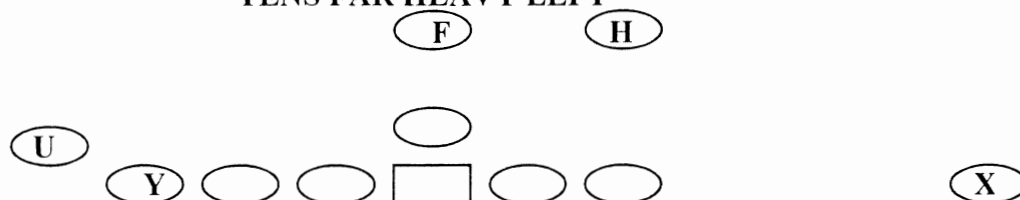


TENS HEAVY FORMATION

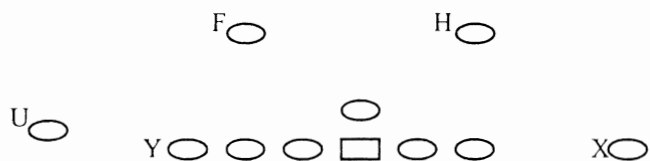
NORMAL FORMATION: One Wide Receiver - X, Two TE's - Y and U, Two Backs - H and F

STANDARD SET: X aligned to weak side in wide position, Y aligned in tight position on strong side
U aligned on strong side in wing position, H and F aligned in backfield

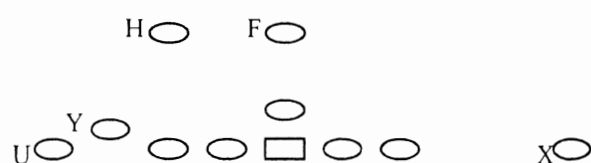
TENS FAR HEAVY LEFT



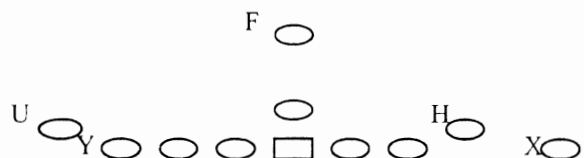
Tens Split Heavy Left U Wide



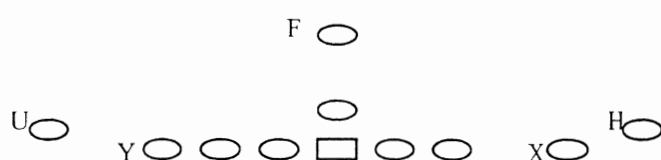
Tens Near Heavy Trump Left



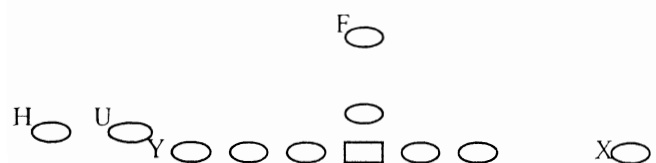
Tens Twin Heavy Left



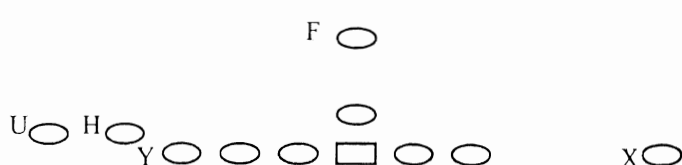
Tens Twin Heavy Left U Wide H Wide



Tens Trips Heavy Left H Wide



Tens Trips Heavy Left U Wide



CLUBS FORMATION

NORMAL FORMATION: One Wide Receiver - X, 3 TE's - Y, U, M; One Back H or F

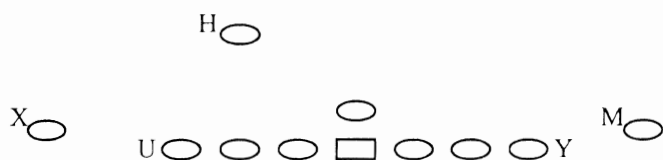
STANDARD SET: M and Y on the strong side with Y tight and M in the wing position U aligns to weak side in tight position with X in the wide position

CLUBS RIGHT

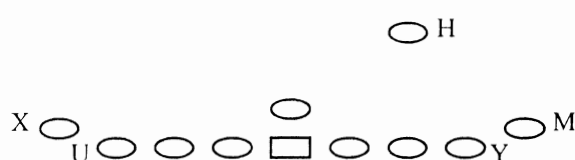
(F)



Clubs Far Right - M Wide



Clubs Near Right X Close



CLUBS TRIPS FORMATION

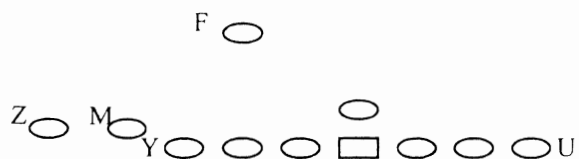
STANDARD SET: Z, Y and M on strong side with Z wide, Y and M in a wing alignment. U is aligned to weak side in tight alignment

CLUBS TRIPS LEFT

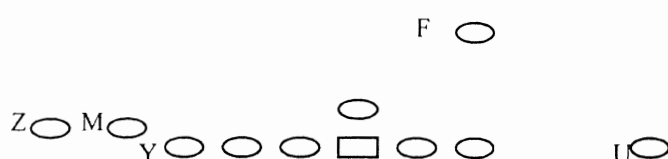
(F)



Clubs Near Trips Left



Clubs Far Trips Left U Wide

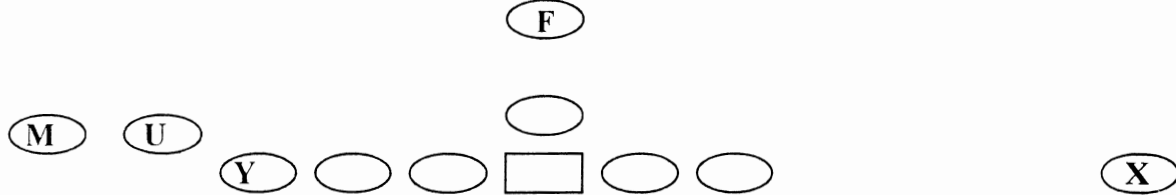


CLUBS TRIPS HEAVY FORMATION

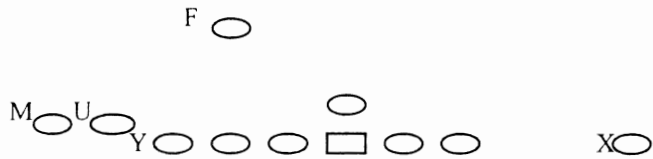
NORMAL FORMATION: One Wide Receiver - Z, 3 TE's - Y, U, M; One Back H or F

STANDARD SET: M, Y and U to the strong side with M wide, U wing and Y tight
X is aligned to weak side in wide position

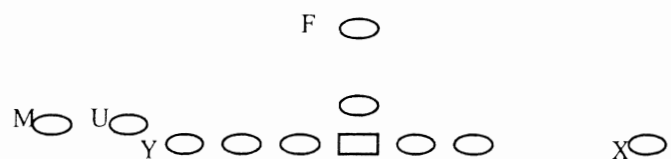
CLUBS TRIPS HEAVY LEFT



Clubs Near Trips Heavy Left



Clubs Trips Heavy Left M Crack

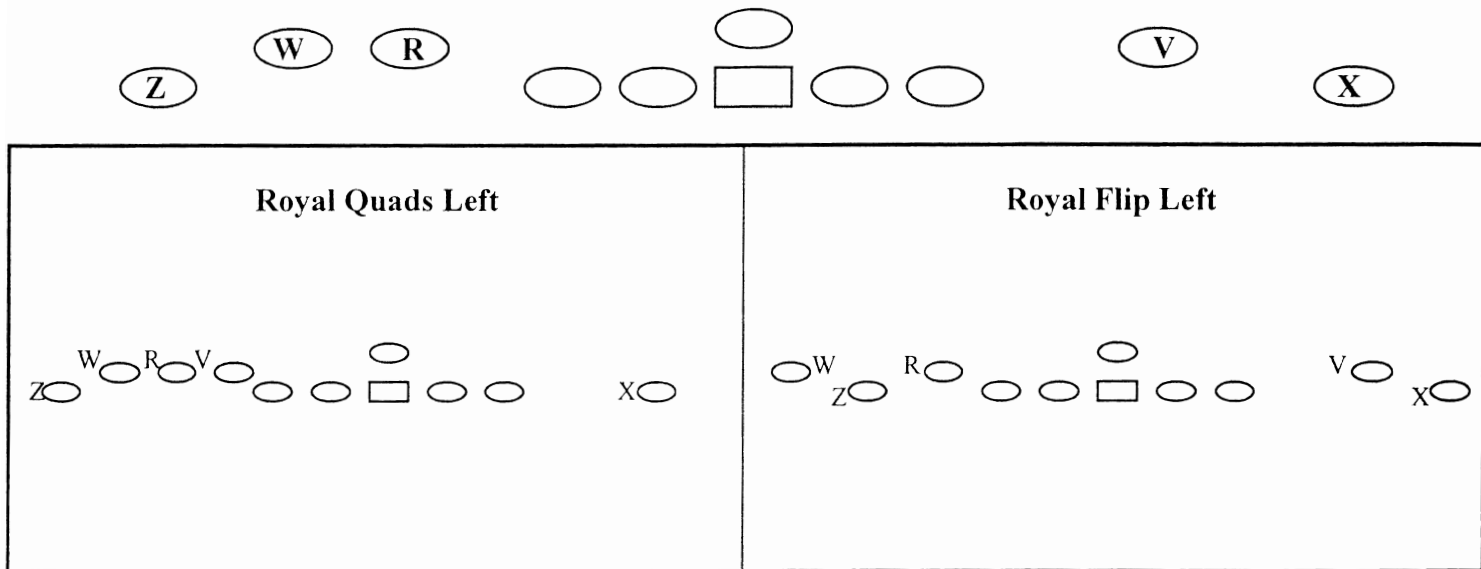


ROYAL FORMATION

NORMAL FORMATION: 5 WR' - Z, X, W, V and R as the Fifth WR, No Backs, No TE's

STANDARD SET: Z, W and R on Strong side with Z in Wide position
 W in crack position and R in close position
 V and X wide aligned weak with X in wide position and V in crack position off LOS

ROYAL LEFT

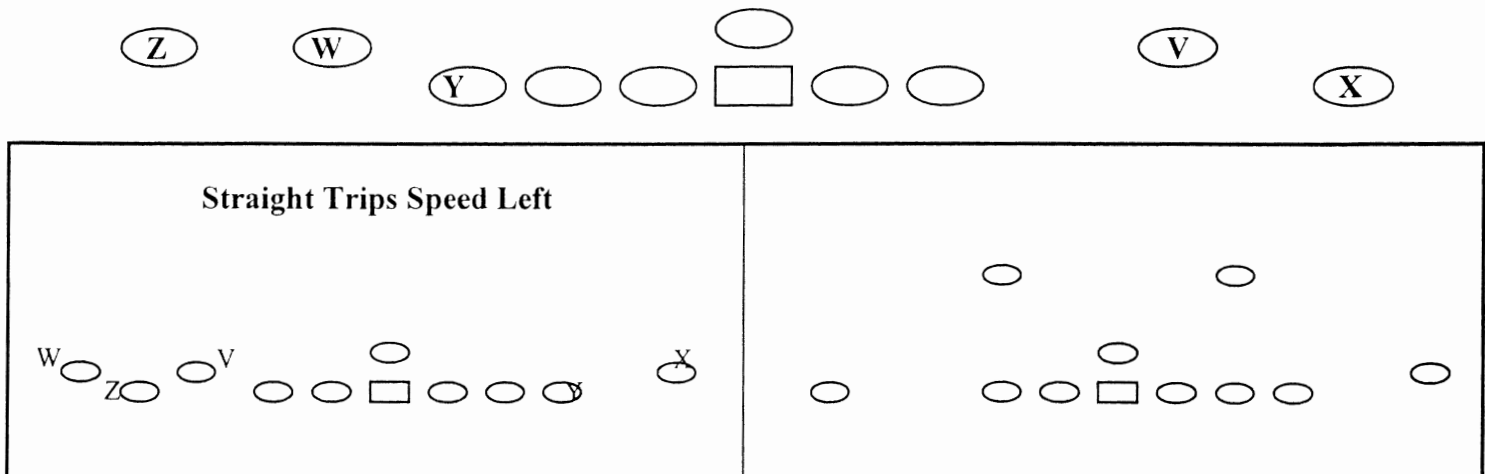


STRAIGHT FORMATION

STRAIGHT PERSONNEL: 4WR - Z, X, W and V; 1 TE; No RB

STANDARD SET: Z, W and Y aligned to strong side, Z in wide position off the LOS; W in crack position and Y in tight position. V and X aligned to weak side with X wide and V in crack position

STRAIGHT LEFT



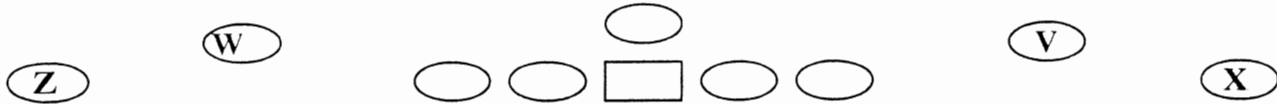
FLUSH FORMATION

NORMAL FORMATION: Four Wide Receivers - Z, X, W, V; One Back - F or H; No Tight Ends

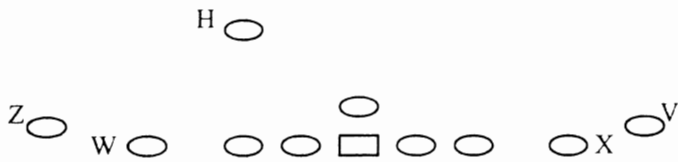
STANDARD SET: Z and W on the strong side with Z in wide position and W in crack position
 V and X on weak side with X in wide position and V in crack position
 F aligned in backfield behind QB

FLUSH LEFT

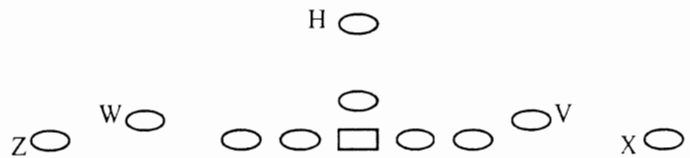
(H)



Flush Near Flip Left V Wide



Flush Left V Close



FLUSH TRIPS FORMATION

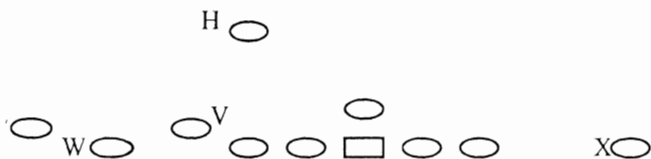
STANDARD SET: Z, W and V on strong side with Z wide; W off line in crack position and V in close
 X is aligned to weak side in wide position; F is aligned behind QB

FLUSH TRIPS LEFT

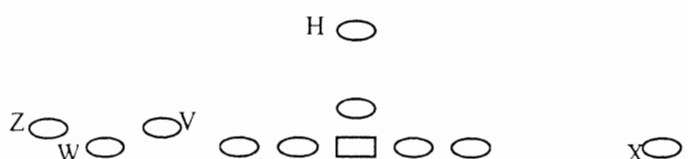
(H)



Flush Near Trips Flip Left



Flush Trips Flip Left

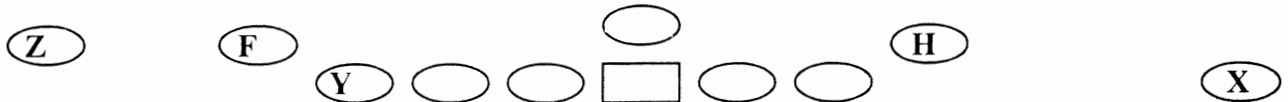


SPREAD FORMATION

NORMAL FORMATION: Can be any personnel - Regular, Queens, Kings, Ace, Flush with no backs in the backfield

STANDARD SET: Three receivers strong, two receivers weak with no backs in backfield

SPREAD LEFT



<p style="text-align: center;">Gun Spread Left Y Crack</p> <p>A diagram showing the Gun Spread Left Y Crack formation. The QB is in the center. The Y is on the left, and the X is on the right. The formation includes players Z, Y, F, and H, along with several empty ovals and a rectangle.</p>	<p style="text-align: center;">Spread Quads Left H Wide</p> <p>A diagram showing the Spread Quads Left H Wide formation. The H is on the left, and the X is on the right. The formation includes players Z, Y, and H, along with several empty ovals and a rectangle.</p>
<p style="text-align: center;">Queens Spread Left</p> <p>A diagram showing the Queens Spread Left formation. The W is on the left, and the H is on the right. The formation includes players Z, W, F, and H, along with several empty ovals and a rectangle.</p>	<p style="text-align: center;">Flush Gun Spread Speed Left</p> <p>A diagram showing the Flush Gun Spread Speed Left formation. The QB is in the center. The W is on the left, and the H is on the right. The formation includes players Z, W, V, and H, along with several empty ovals and a rectangle.</p>
<p style="text-align: center;">Flush Spread Left</p> <p>A diagram showing the Flush Spread Left formation. The W is on the left, and the H is on the right. The formation includes players Z, W, H, and Y, along with several empty ovals and a rectangle.</p>	<p style="text-align: center;">Kings Spread Left</p> <p>A diagram showing the Kings Spread Left formation. The Z is on the left, and the H is on the right. The formation includes players X, Z, H, and Y, along with several empty ovals and a rectangle.</p>

GUN FORMATION

GUN PERSONNEL: Can be any personnel - Regular, Queens, Kings, Ace, Flush with QB in shotgun

STANDARD SET: Same standard sets as personnel dictates with QB in shotgun position and backs in split set

SPLIT GUN LEFT

(F) (QB) (H)

(Z)

(Y) ○ ○ ○ □ ○ ○

(X)

Twin Gun Near Left

QB
F ○

Z ○ Y ○ ○ ○ □ ○ ○ H ○ X ○

Trips Gun Far Left

QB

Z ○ H ○ Y ○ ○ ○ □ ○ ○ F ○ X ○

Queens Gun Split Left

QB

F ○ H ○

Z ○ W ○ ○ ○ □ ○ ○ X ○

Kings Gun Far Left

QB

F ○

X ○ Z ○ ○ ○ □ ○ ○ ○ Y W ○

Kings Gun Near Flip Left

QB

F ○

Z ○ X ○ ○ ○ □ ○ ○ Y ○ W ○

Ace Gun Near Left

QB

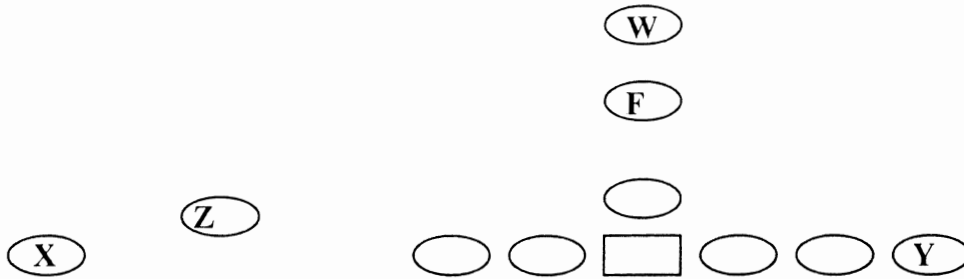
F ○

Z ○ Y ○ ○ ○ □ ○ ○ ○ U X ○

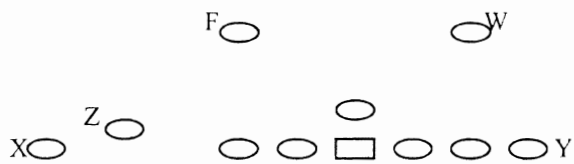
DEUCE FORMATION

DEUCE PERSONNEL: Can be any one back set with a receiver also aligned in backfield, Kings or Ace

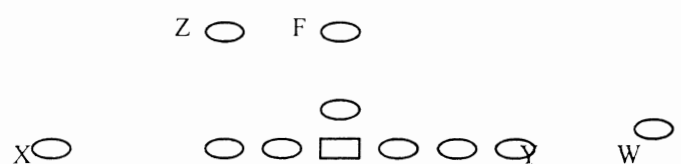
STANDARD SET: Same standard sets as personnel dictates with a receiver aligned in backfield
KINGS DEUCE LEFT "W"



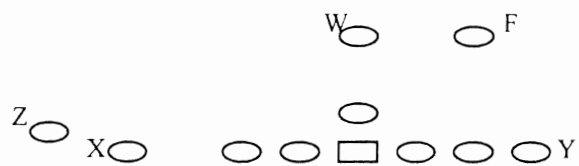
Kings Far Left W Deuce



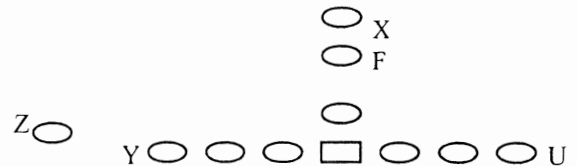
Kings Left Z Deuce



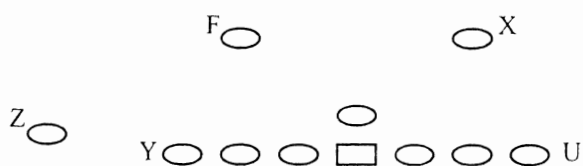
Kings Near Flip Left W Deuce



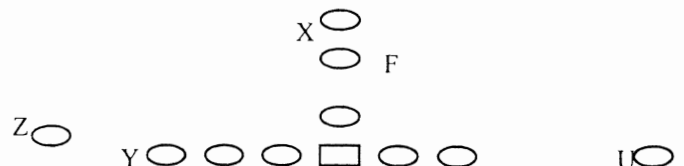
Ace Left X Deuce



Ace Near Left X Far Deuce



Ace Left U Wide X Deuce

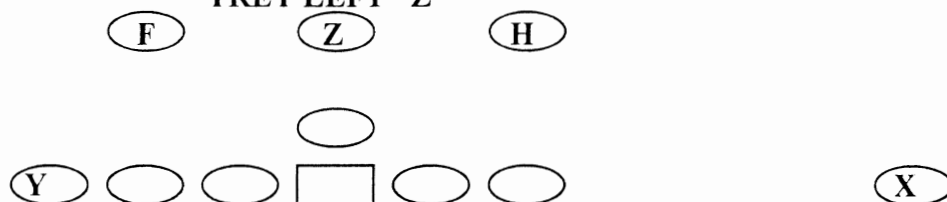


TREY FORMATION

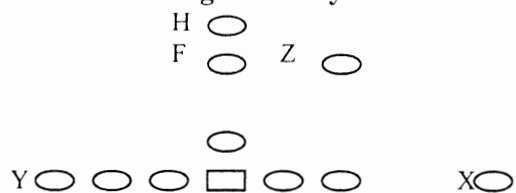
TREY PERSONNEL: Can be any two back set with a receiver also aligned in backfield; Normal Tens or Queen

STANDARD SET: Same standard sets as personnel dictates with a receiver aligned in backfield

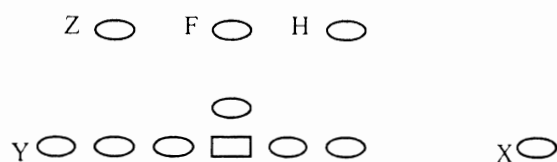
TREY LEFT "Z"



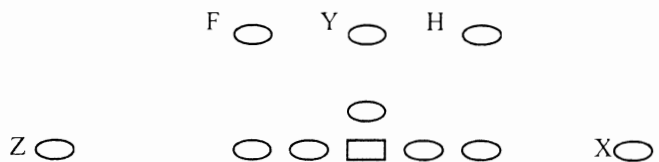
I Slot Right Z Trey



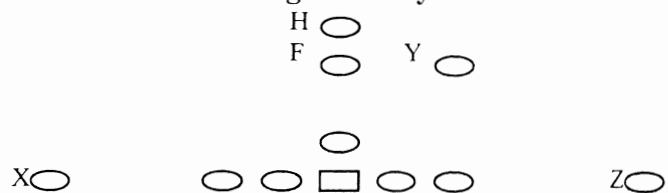
Far Left Z Near Trey



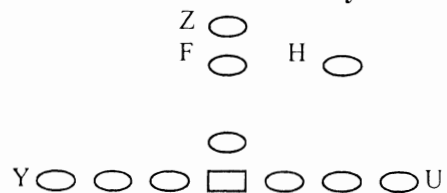
Split Left Y Trey



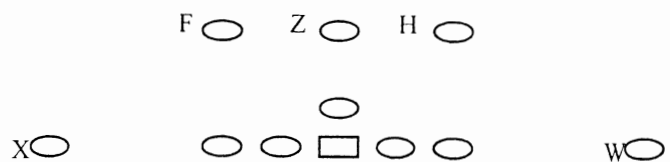
I Right Y Trey



Tens Far Left Z Trey



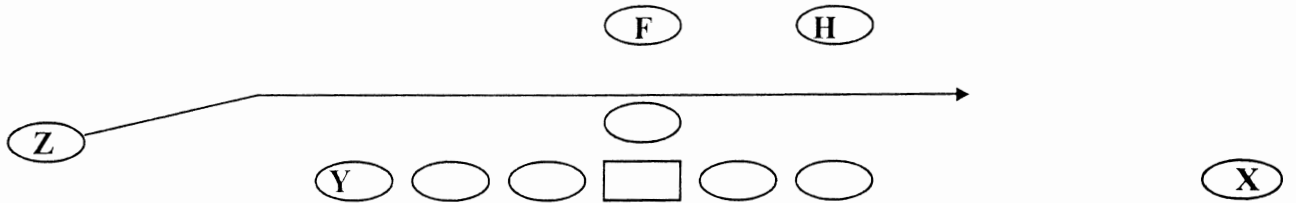
Queens Left Z Trey



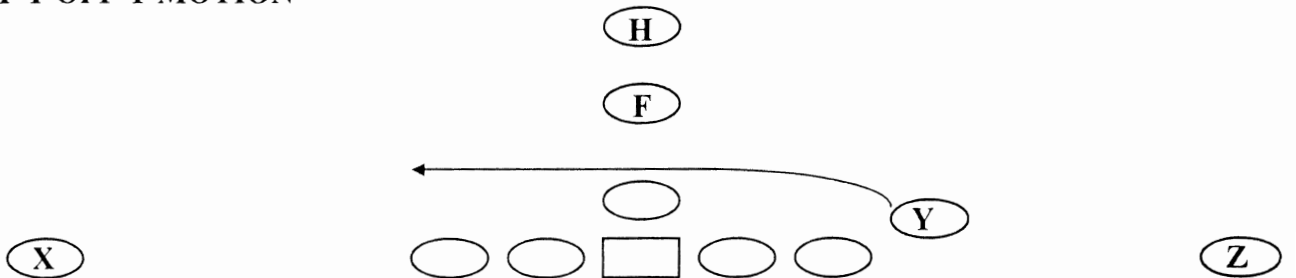
TYPES OF MOTION

A) CHANGE OF STRENGTH

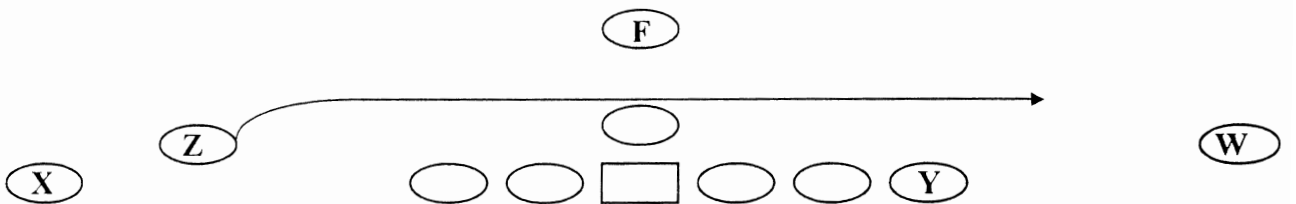
FAR SLOT RIGHT (Z MOTION)



I LEFT Y OFF Y MOTION

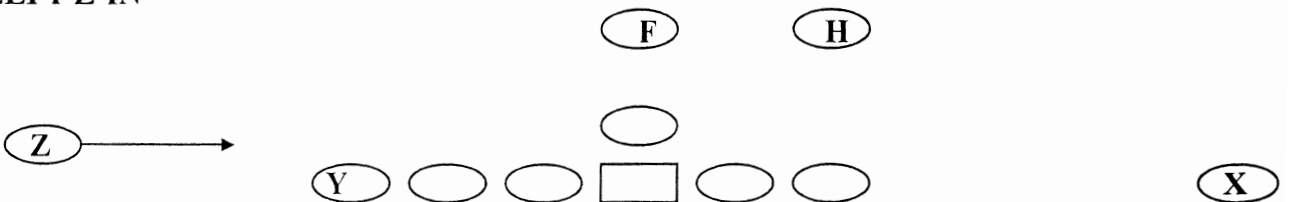


KINGS TRIPS RIGHT (Z MOTION)

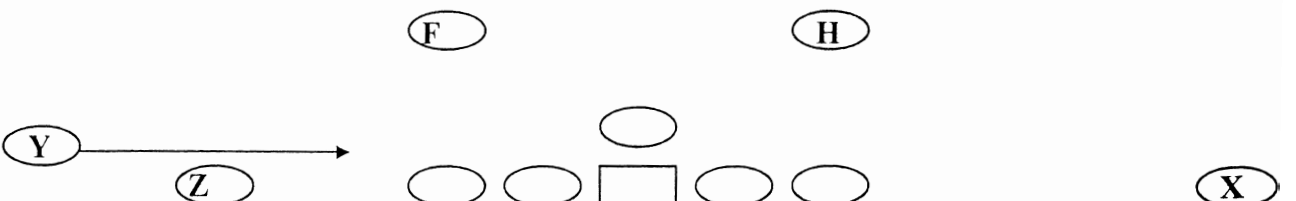


B) IN - Motion toward but not across the ball by a receiver

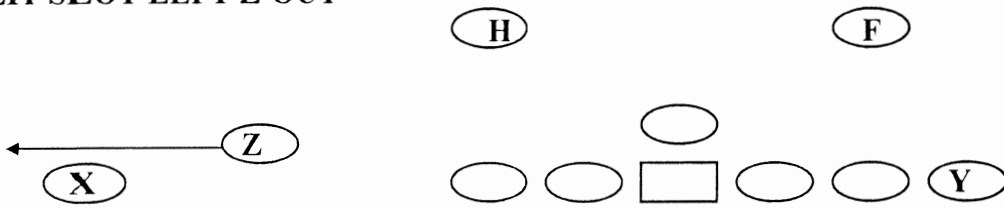
FAR LEFT Z-IN



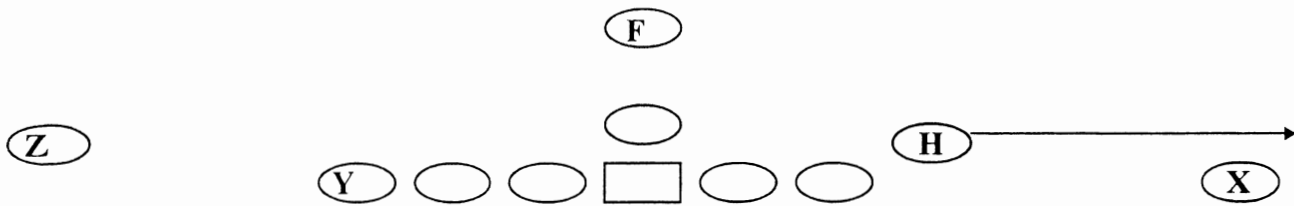
SPLIT LEFT Y OFF WIDE Y-IN



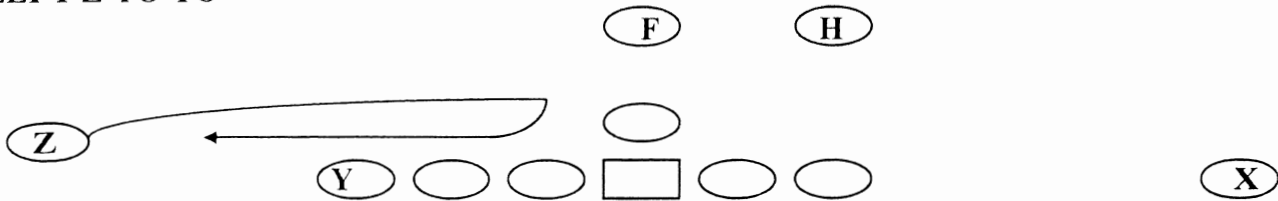
C) OUT - Motion out from the ball by a receiver
SPLIT SLOT LEFT Z-OUT



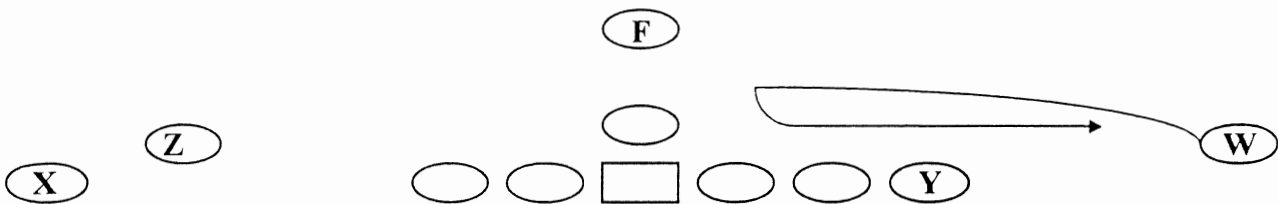
TWIN LEFT H-OUT



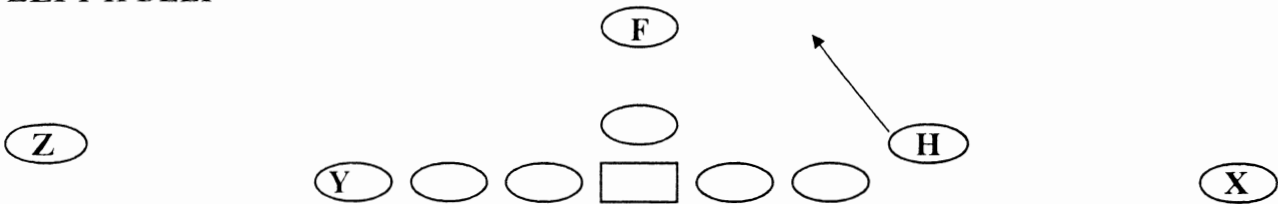
D) YO-YO - Motion toward and then out from the ball
FAR LEFT Z-YO-YO



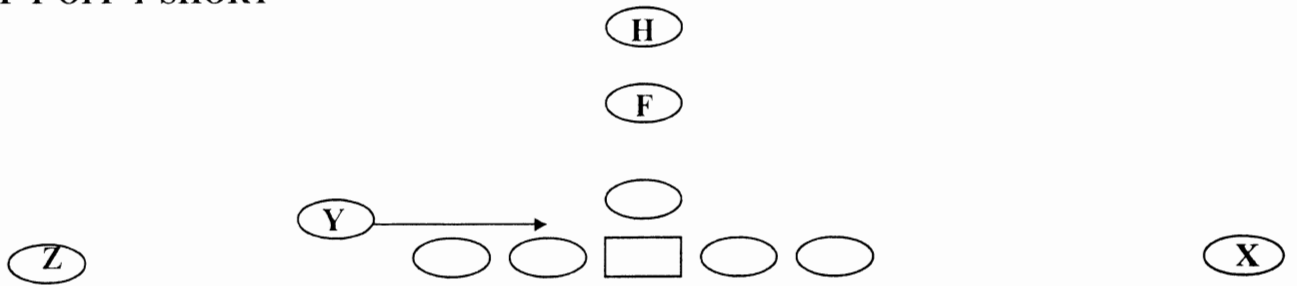
KINGS LEFT W YO-YO



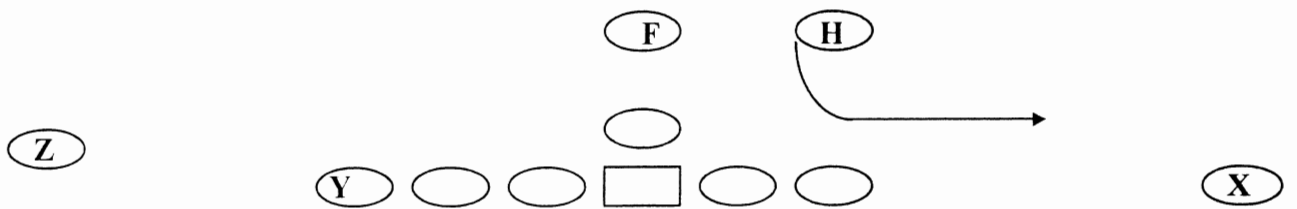
E) DEEP MOTION - That ends with a player in the backfield
TWIN LEFT H DEEP



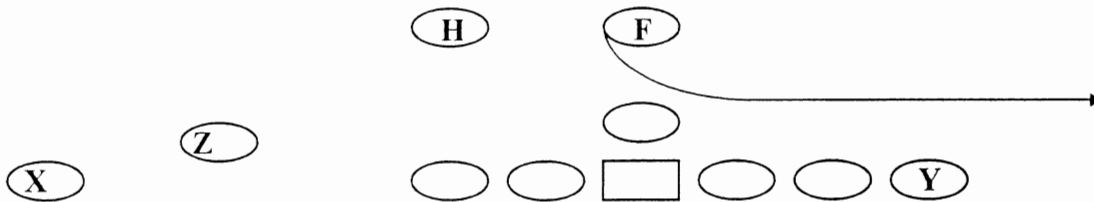
F) SHORT MOTION - In motion that ends with a player in tackle box area
I LEFT Y OFF Y SHORT



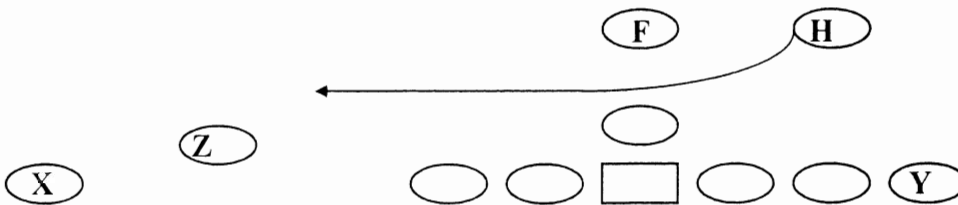
G) BACK MOTION TO TWIN SET
TWIN LEFT H2



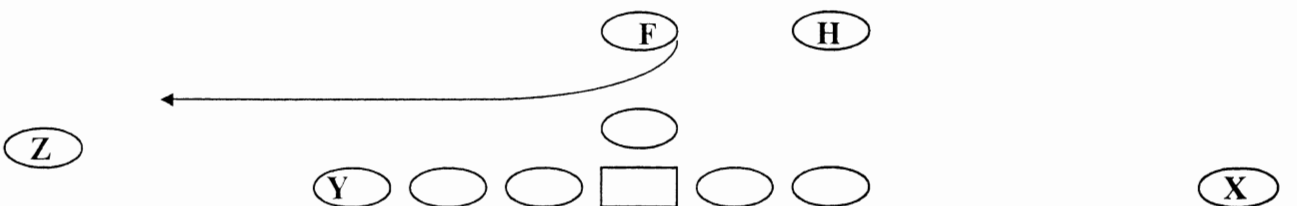
TWIN FAR SLOT LEFT F2



H) BACK MOTION TO TRIPS
TRIPS SLOT LEFT H3



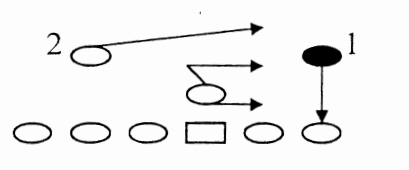
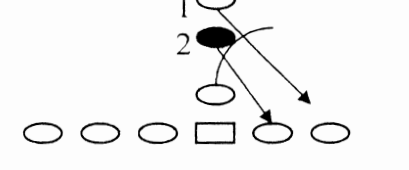
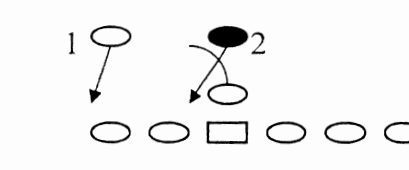
TRIPS FAR LEFT F3



TYPES OF BACKFIELD ACTION

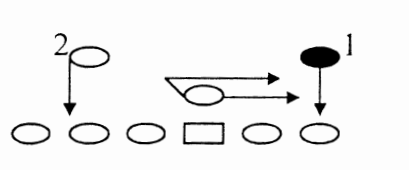
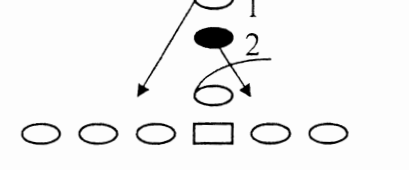
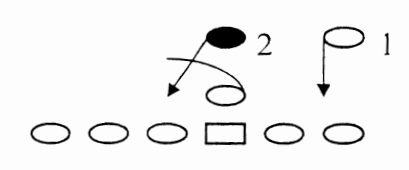
DIVE

QB fronts or reverses out to quick hitting Back. The other Back fakes to the on side

 <p>13 DIVE (HB) 23 DIVE</p>	 <p>23 DIVE</p>	 <p>22 DIVE</p>
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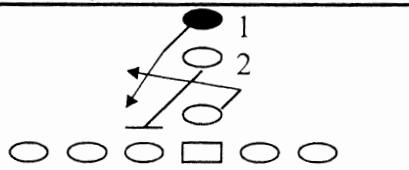
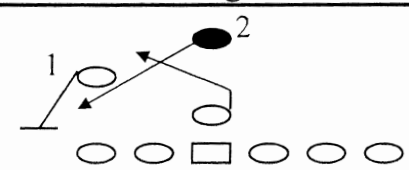
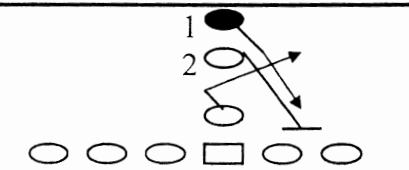
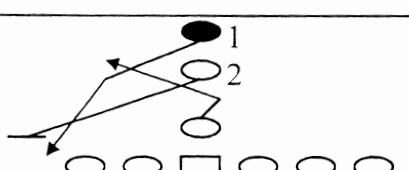
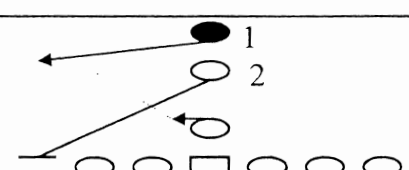
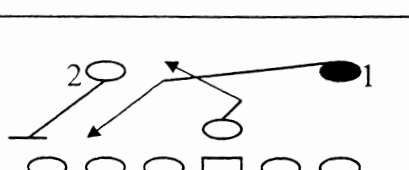
PLUNGE

A dive play with the other back faking to the off side

 <p>13 PLUNGE (HB)</p>	 <p>23 PLUNGE</p>	 <p>22 PLUNGE</p>
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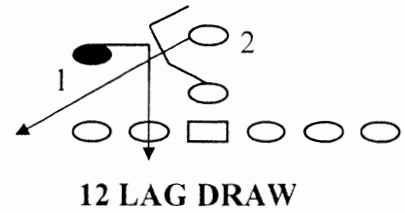
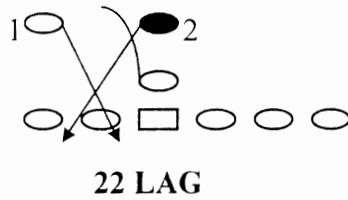
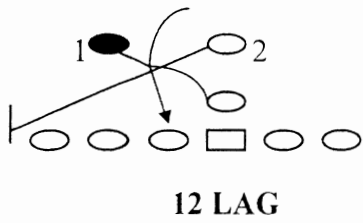
LEAD

QB reverses out to a Back who is led through the hole by another Back

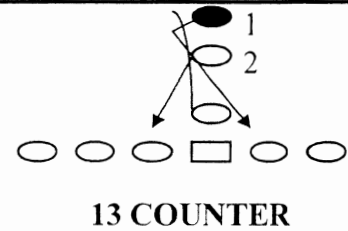
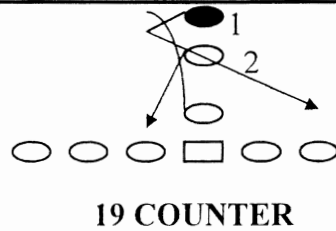
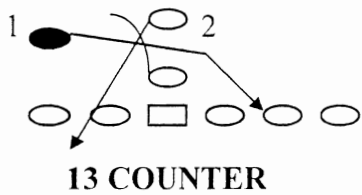
 <p>12 LEAD (HB)</p>	 <p>26 BOB (Back on Outside Backer)</p>	 <p>13 LEAD</p>
 <p>16 LEAD</p>	 <p>18 TOSS</p>	 <p>18 LEAD (SWEEP)</p>

LAG

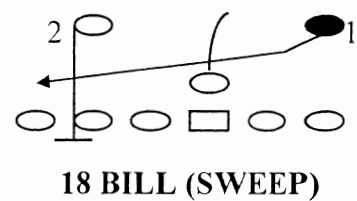
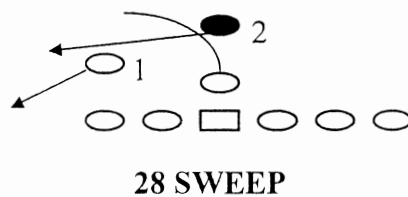
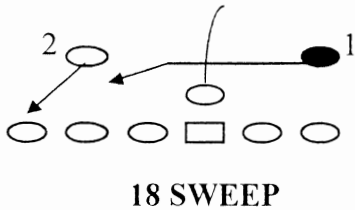
A backfield action in which the backs cross on the same side of the center

**COUNTER**

A Backfield action in which the backs cross on opposite sides of the center. Over ball handling used

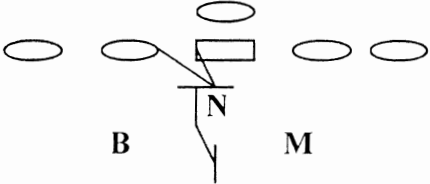
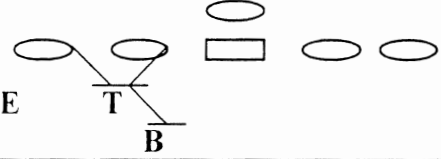
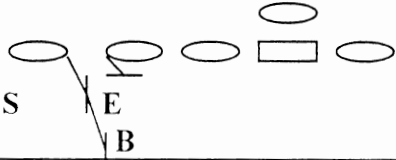
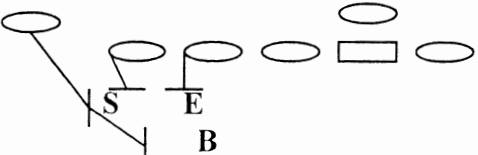
**SWEEP**

An outside running action in which the QB hands the ball to a back going outside

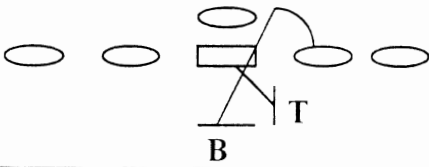
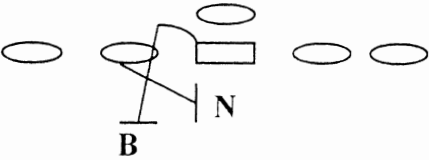


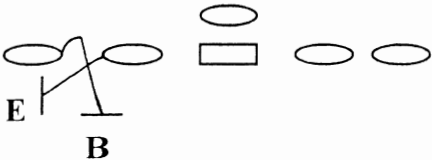
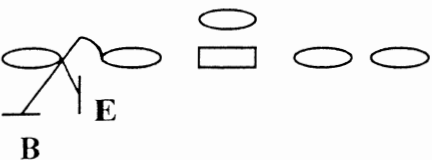
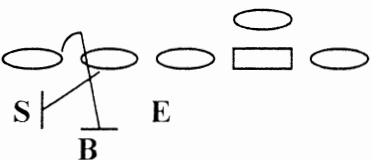
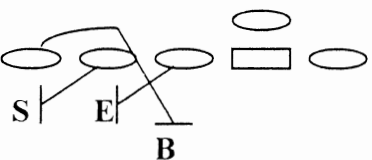
LINE BLOCKING TERMINOLOGY

The following four blocks are scrape blocks. Each block starts as a double team with the outside blocker coming off on an Inside Linebacker. They are named differently to denote different offensive blockers executing the block

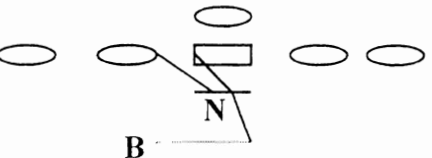
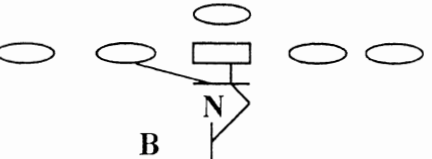
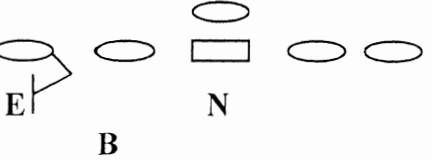
<p style="text-align: center;">ACE</p> 	<ul style="list-style-type: none"> Bump double on by Guard and Center on Nose and Backside Linebacker
<p style="text-align: center;">DEUCE</p> 	<ul style="list-style-type: none"> Bump double by Guard and Tackle on Defensive tackle and Linebacker opposite play
<p style="text-align: center;">TREY</p> 	<ul style="list-style-type: none"> Bump double by TE and Tackle on Defensive End and Inside Linebacker
<p style="text-align: center;">CLUB</p> 	<ul style="list-style-type: none"> Bump double by a wing back and TE on Outside and Inside Linebacker to the play side

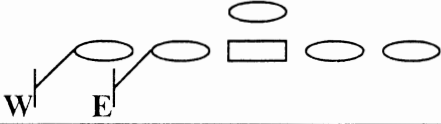
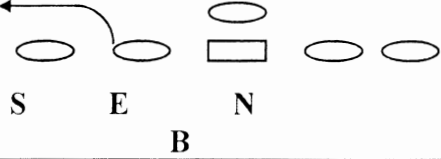
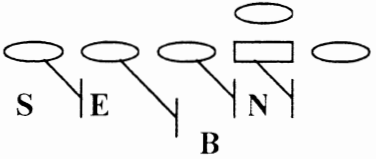
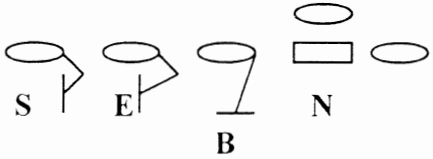
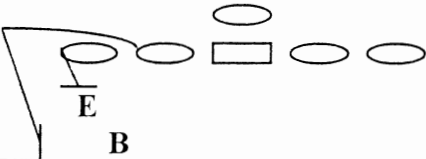
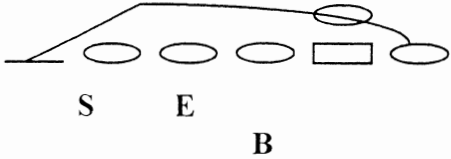
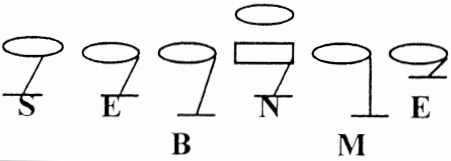
The following six blocks are exchange blocks. Each block starts with an uncovered offensive lineman blocking out or down on an adjacent defensive lineman. They are named differently to denote different offensive blockers executing the block


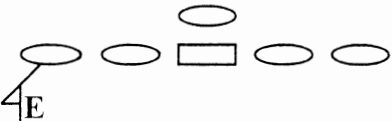
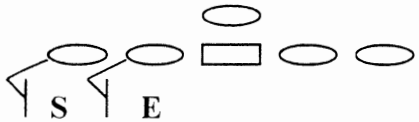
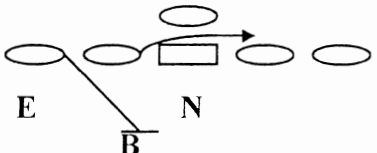
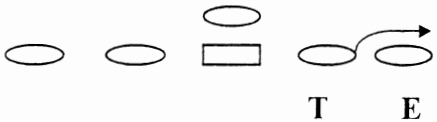

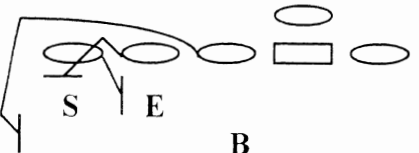
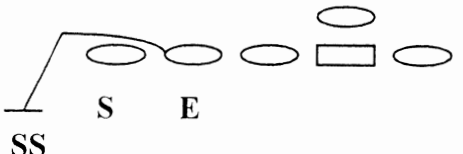
<p style="text-align: center;">FOLD</p> 	<ul style="list-style-type: none"> Exchange block by Center and Guard opposite playside (even front)
<p style="text-align: center;">C-SWITCH</p> 	<ul style="list-style-type: none"> Exchange block by Guard and Center to playside (odd front)

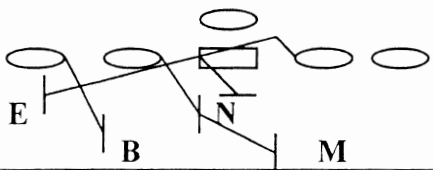
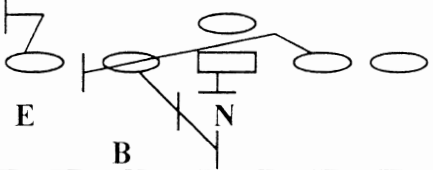
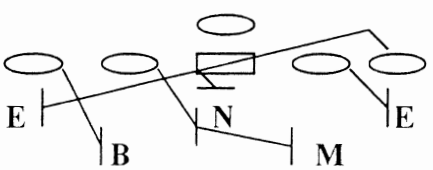
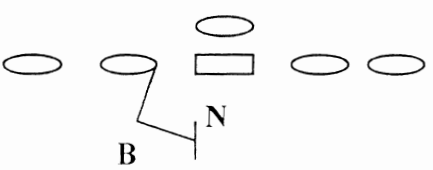
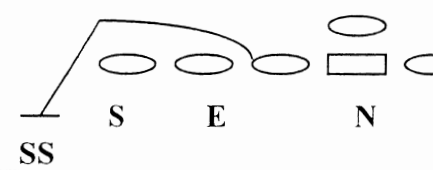
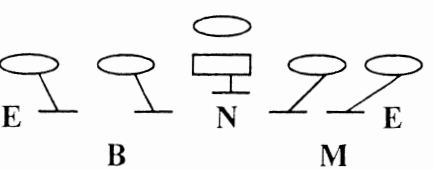
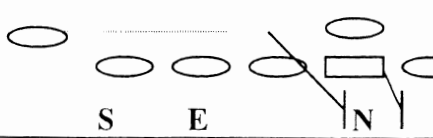
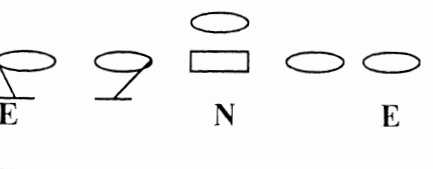
<p>GUT</p> 	<ul style="list-style-type: none"> Exchange block by Guard and Tackle either toward or opposite playside
<p>TAG</p> 	<ul style="list-style-type: none"> Exchange block by Tackle and Guard to playside
<p>"U"</p> 	<ul style="list-style-type: none"> Exchange block between Tackle and TE toward or opposite playside
<p>"U" HOE</p> 	<ul style="list-style-type: none"> Exchange block between Guard, Tackle, and TE to playside. TE on ILB

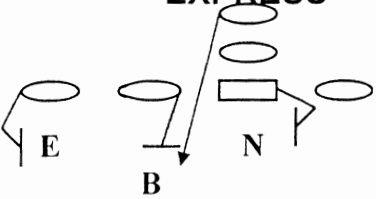
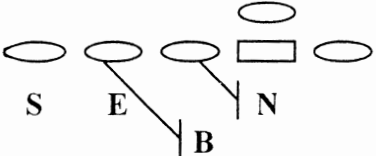
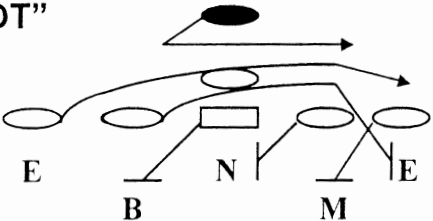
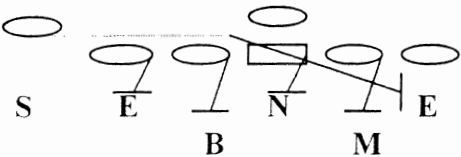
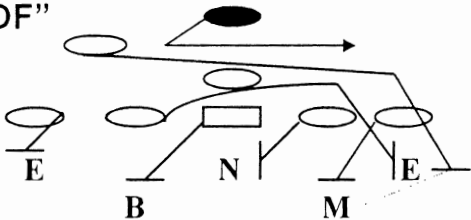
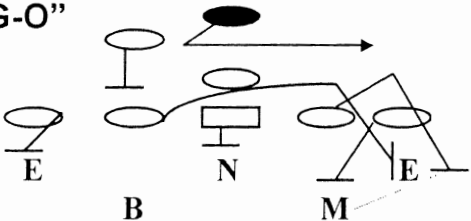
The following two blocks start with two linemen running an area and blocking the defender who enters that area. They are named differently to denote the desired amount of movement by the first blocker. Can be to or opposite playside. Can be between any two linemen

<p>SCOOP</p> 	<ul style="list-style-type: none"> Combination block by adjacent linemen. Front part of the combination will avoid down linemen quickly to get to linebacker
<p>SLIP</p> 	<ul style="list-style-type: none"> Combination block by adjacent linemen. Front part of the combination will try to create movement on down linemen before slipping off to block backside linebacker
<p>CUT OFF</p> 	<ul style="list-style-type: none"> A block by core blocker to stop pursuit by a defensive linemen

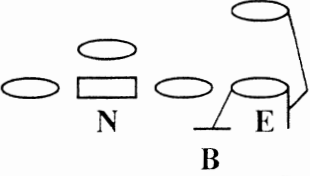
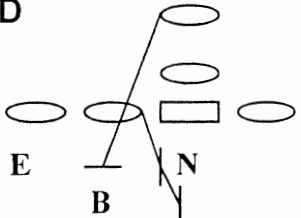
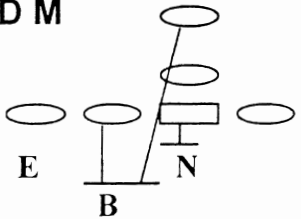
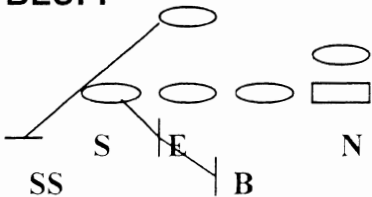
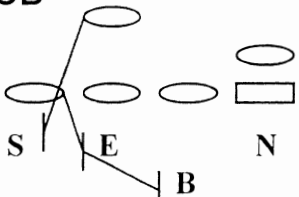
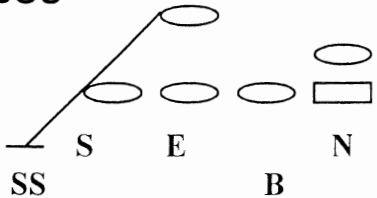
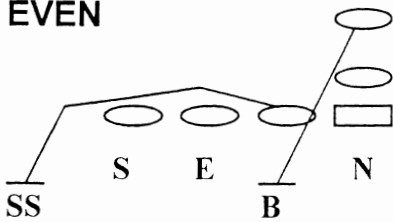
<p style="text-align: center;">HOE</p> 	<ul style="list-style-type: none"> Guard and Tackle block out on the End and Outside Linebacker
<p style="text-align: center;">"G"</p> 	<ul style="list-style-type: none"> Onside Guard pulls. Can be log or kickout
<p style="text-align: center;">GAP</p> 	<ul style="list-style-type: none"> Core blocking down on defenders removed to the inside. A type of area block. The playside of "OT" is a gap block
<p style="text-align: center;">TURN OUT</p> 	<ul style="list-style-type: none"> An onside cutoff block
<p style="text-align: center;">GAR</p> 	<ul style="list-style-type: none"> Base block situation where Tackle blocks End and Guard steps around Tackle to block cavity Linebacker
<p style="text-align: center;">LOG</p> 	<ul style="list-style-type: none"> Block used by pulling lineman to block a defender in rather than kicking him out
<p style="text-align: center;">"M" MAN</p> 	<ul style="list-style-type: none"> Man on Man blocking by core blockers

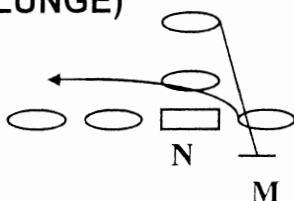
<p style="text-align: center;">"O"</p>  <p style="text-align: center;">S E N B</p>	<ul style="list-style-type: none"> Refers to offside Guard pulling to side of call for block other than trap. Can be log or kickout
<p style="text-align: center;">REACH OR HOOK</p>  <p style="text-align: center;">S E N B</p>	<ul style="list-style-type: none"> A block by core blocker through outside half of defender protecting a lane while trying to move defender off LOS
<p style="text-align: center;">JUMP REACH OR HOOK</p>  <p style="text-align: center;">S E B</p>	<ul style="list-style-type: none"> A reach block by core blocker characterized by quick jump outside and excessive shoulder turn
<p style="text-align: center;">SHIFT</p>  <p style="text-align: center;">E N B</p>	<ul style="list-style-type: none"> Refers to offside tackle sealing area of pulling Guard
<p style="text-align: center;">SUCKER</p>  <p style="text-align: center;">T E</p>	<ul style="list-style-type: none"> A false pull by a lineman to influence a defender
<p style="text-align: center;">TED</p>  <p style="text-align: center;">S E</p>	<ul style="list-style-type: none"> Cross block by Tackle and End in which End man crosses first
<p style="text-align: center;">TAKE</p>  <p style="text-align: center;">S E B</p>	<ul style="list-style-type: none"> A "T" block with accompanying G pull
<p style="text-align: center;">TESS</p>  <p style="text-align: center;">S E SS</p>	<ul style="list-style-type: none"> Tackle blocking on force man from secondary

<p style="text-align: center;">TRAP</p> 	<ul style="list-style-type: none"> A pull by an offensive lineman across the ball to block an unblocked defender
<p style="text-align: center;">INFLUENCE TRAP</p> 	<ul style="list-style-type: none"> A trap which includes a false key on the man being trapped
<p style="text-align: center;">T-T</p> 	<ul style="list-style-type: none"> Trap by Tackle
<p style="text-align: center;">CHOKE</p> 	<ul style="list-style-type: none"> Guard butts or influences inside inside linebacker and turns back on pursuit
<p style="text-align: center;">GESS</p> 	<ul style="list-style-type: none"> Guard blocking force from a secondary man
<p style="text-align: center;">WEDGE</p> 	<ul style="list-style-type: none"> All blockers form apex at POA
<p style="text-align: center;">WHAM</p> 	<ul style="list-style-type: none"> A block by a quick receiver or back who is motioning in toward the core on a defender in the center area
<p style="text-align: center;">CHOP</p> 	<ul style="list-style-type: none"> Lineman chop legs of defenders. Can be to or opposite play

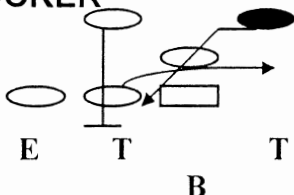
<p>EXPRESS</p> 	<ul style="list-style-type: none"> A blocking scheme in which the offensive linemen influence a defensive lineman away from the POA with a blocking fake
<p>DOWN</p> 	<ul style="list-style-type: none"> Core blocker blocking down on a defender to his inside
<p>OT''</p> 	<ul style="list-style-type: none"> A blocking scheme in which inside lineman gap block and lineman offside pull and lead a counter action ball carrier
<p>WOE</p> 	<ul style="list-style-type: none"> A block by a quick receiver or a back who is motioning into the core and across the center to block a defender in the far tackle area
<p>OF''</p> 	<ul style="list-style-type: none"> A blocking scheme in which inside lineman gap block and Guard and Fullback offside pull and lead a counter action ball carrier
<p>'G-O''</p> 	<ul style="list-style-type: none"> A blocking scheme in which both Guards pull to the play side

BLOCKING TERMINOLOGY -BACKS

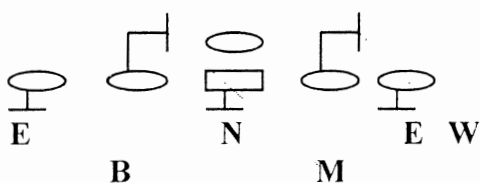
BILL 	<ul style="list-style-type: none"> Block made by back on defensive man outside his tackle (The Defensive End or Inside Linebacker)
LEAD 	<ul style="list-style-type: none"> A back leading the play into designated area with a double team at the POA
LEAD M 	<ul style="list-style-type: none"> A back leading the way into designated area with man blocking at the POA
BLUFF 	<ul style="list-style-type: none"> Action of a back to influence an OLB or End to the outside. This term can also refer to a block by a TE or receiver influence on OLB to the outside
BOB 	<ul style="list-style-type: none"> Block made by back on defensive man outside his TE (normally a Linebacker). Can be kick out or log
BOS 	<ul style="list-style-type: none"> Block made by back on support man
EVEN 	<ul style="list-style-type: none"> The fullback replaces pulling guard blocking responsibility toward the play

SWIPE (PLUNGE)

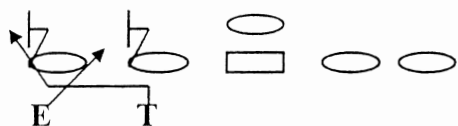
- The fullback replaces pulling guard blocking responsibility opposite the play

SWIPE SUCKER

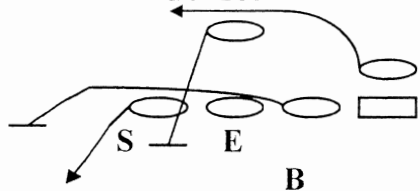
- A back lead blocks on a defensive lineman outside in with a guard pulling opposite (usually a Tackle)

BLOCKING TERMINOLOGY - RECEIVERS AND PASS PROTECTION**HINGE TURN**

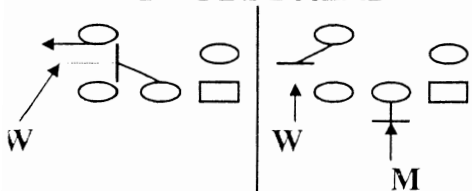
- Turn protection in which Guards open to side of slide looking for OLB and ILB

ZONE

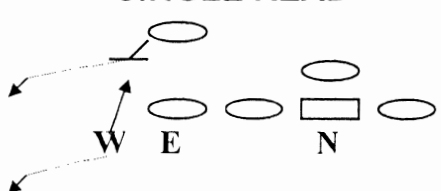
- Type of pass protection Vs. games in which the offensive linemen block their area

DASH

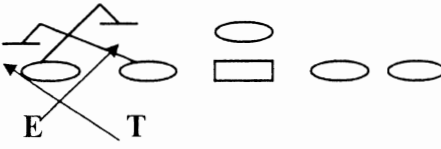
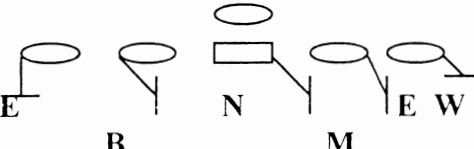
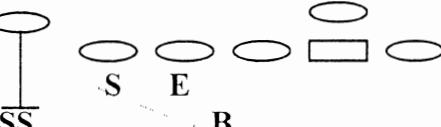
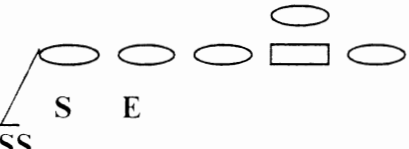
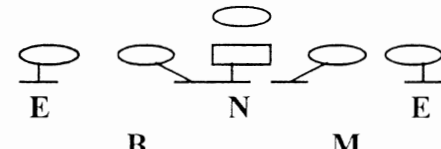

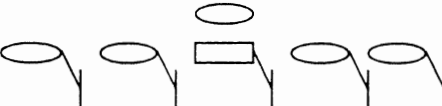
- Type of pass protection in which the QB rolls out after making it look like a drop - back pass. The dash block will be on defender who has pass contain and is executed by a back (quick receiver)

DOUBLE READ

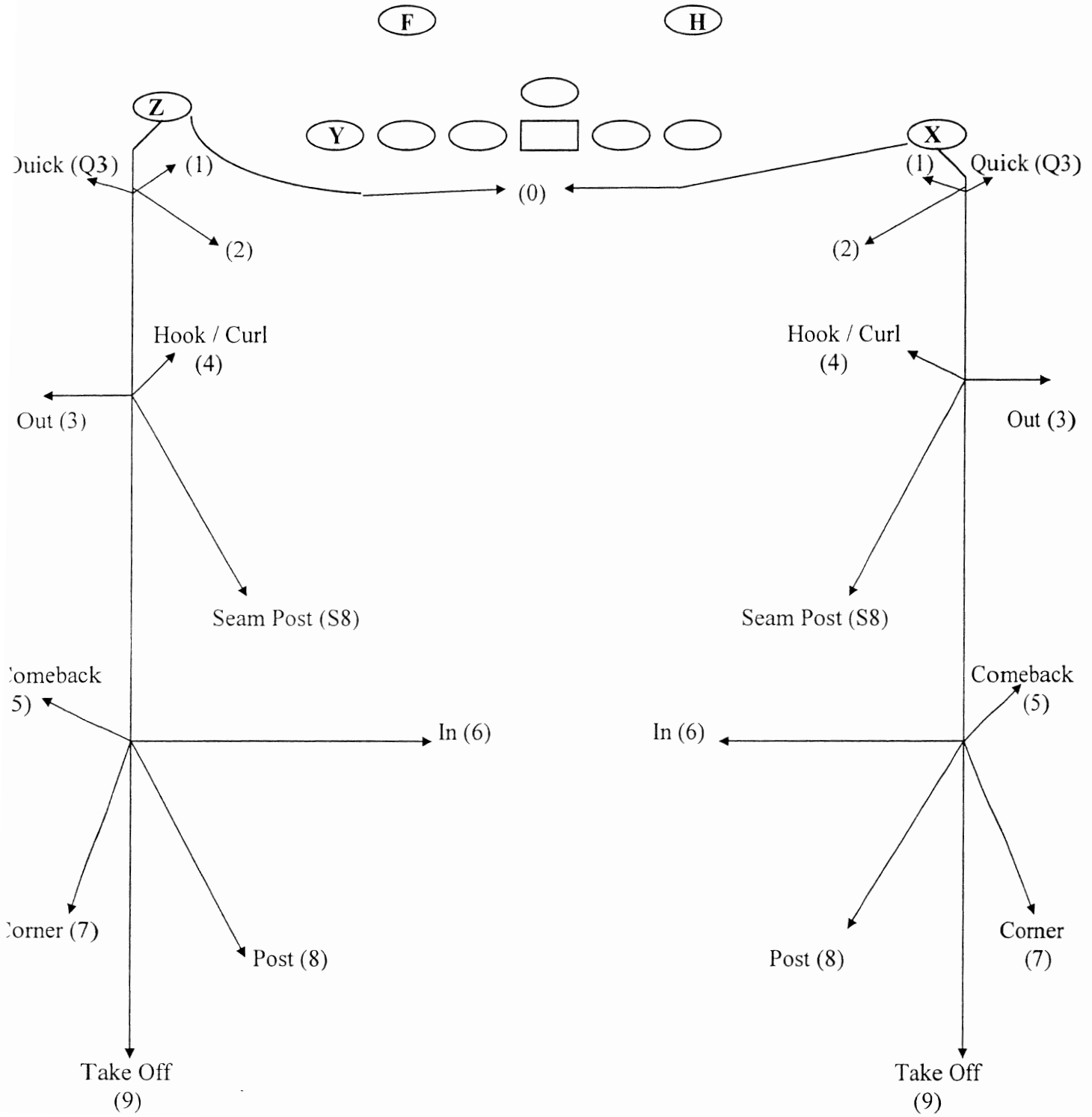
- The Guard and Back (Quick Receiver) read the inside linebacker to determine whether back can release into pattern

SINGLE READ

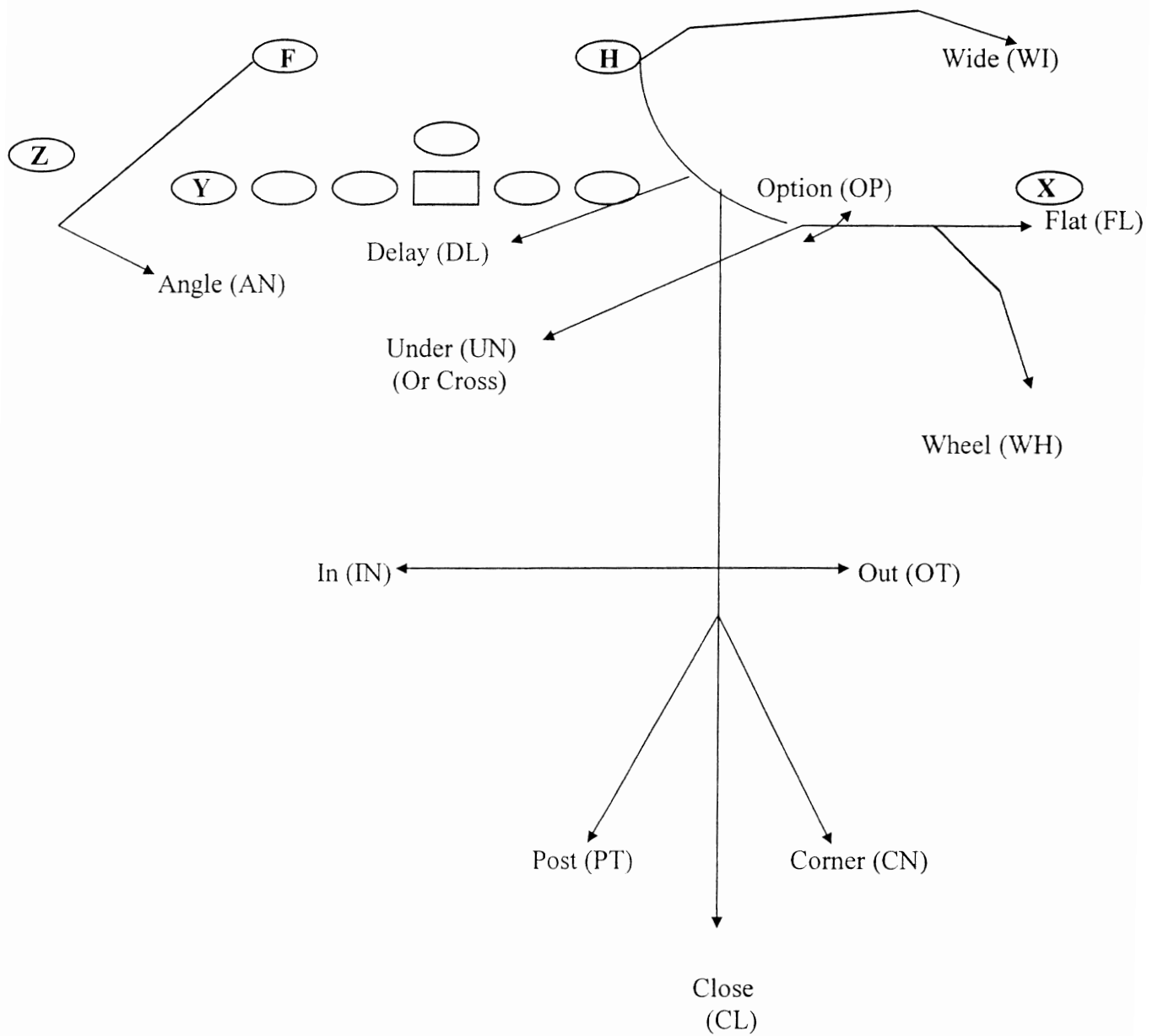
- The back reads a linebacker to determine whether he can release into pattern

<p style="text-align: center;">MAN</p> 	<ul style="list-style-type: none"> Type of protection Vs. games in which the offensive linemen block their man (slide through)
<p style="text-align: center;">TURN</p> 	<ul style="list-style-type: none"> Type of protection in which the line area blocks backside gaps. Most common type of turn -- play pass protection
<p style="text-align: center;">CRACK</p> 	<ul style="list-style-type: none"> Term used when outside receiver blocks inside on a defensive man. Can be Safety or any linebacker
<p style="text-align: center;">EASY</p> 	<ul style="list-style-type: none"> Release outside of outside linebacker by Tight End to block force
<p style="text-align: center;">QUICK</p> 	<ul style="list-style-type: none"> Protection used with 3 step drop passes in which linemen aggressively fire through middle of defender -- probably a chop block
<p style="text-align: center;">STALK</p> 	<ul style="list-style-type: none"> A block by a receiver in which he blocks secondary man by mirroring his movement
<p style="text-align: center;">SLIDE</p> 	<ul style="list-style-type: none"> A type of protection used with roll type passes in which all core personnel turn back and block area

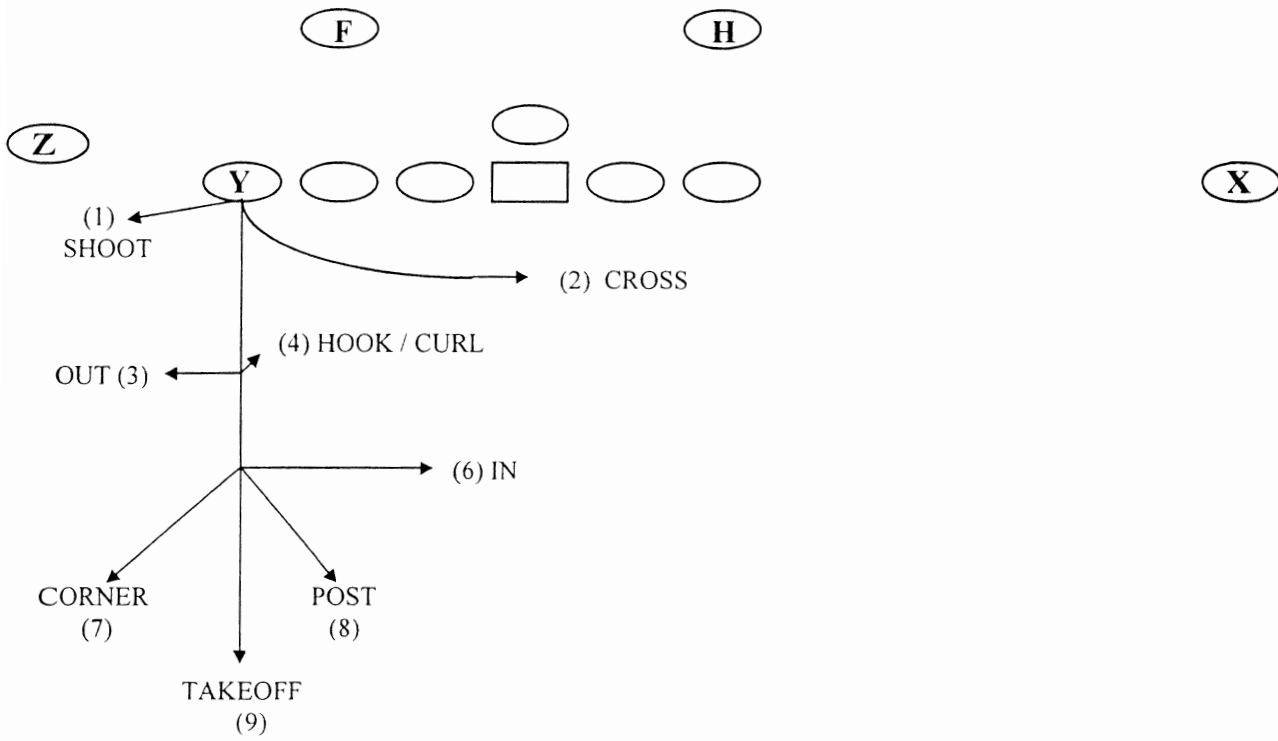
PASSING TREE



RUNNING BACK PASSING TREE



TIGHT END PASSING TREE



2002 CINCINNATI BENGALS NOTE BOOK

INSTALLATION #1

BASIC INFORMATION	PAGE #
Basic Huddle Information	1
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Wide T, Freeze & X	21
Strong	22
Swing	23
Iowa Adjustments	24

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Oscar Check	36

MAN PRESSURE	PAGE #
Wide Dog Rush 1	37

FIRE ZONES	PAGE #
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Release Rules Vs Fire Zone	44
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2002 Lottery Numbers - Top 3

15	Fumble Recoveries
22	Interceptions
37	Take Aways
52	Sacks
69%	3rd Down Defense
86 Yards	Rushing Defense
280 Yards	Total Defense
14 Points	Scoring Defense
62%	Red Zone Defense

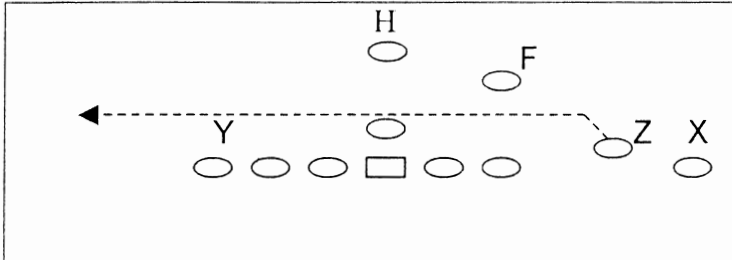
STRENGTH RULES FOR VARIOUS PERSONNEL PACKAGES

Pro Sets - Regular People	Slot Sets - Regular People	Ace 2 x 2 - Both Tight Ends On The Ball
<p>(F) (H) (St. Left)</p> <p>(Z) Y O O □ O O (X)</p> <p>Wide Receivers On Opposite Sides Of Ball The Ball: Strength To The Tight End</p>	<p>(F) (H) (St. Right)</p> <p>(Z) Y O O □ O O (X)</p> <p>Wide Receivers On The Same Side Of The Ball: Strength To The Wide Receivers</p>	<p>(H) (St. Left)</p> <p>(Z) Y O O □ O O (X)</p> <p>#88 #84</p> <p>Strength Tight End Will Be Designated By Number As #88 In Above Diagram</p>
Ace 2 x 2 - One Tight End On Ball - One Off	Kings People	Kings Trips
<p>(H) (St. Right)</p> <p>(U) #88 O O □ O O (Y) #84 (Z)</p> <p>Strength May Be To The Tight End That Is On The Ball As #84 In The Above Diagram</p>	<p>(H) (St. Right)</p> <p>(W) Y O O □ O O (Z) (X)</p> <p>All Slot Sets: Strength To The Two Wide Receivers</p>	<p>(H) (St. Left)</p> <p>(X) (Z) Y O O □ O O (W)</p> <p>Strength To The Two Wide Receivers.</p> <p>** Special Alert: Trips Slot With A Tight End In The "D" Area - Double Calls Treat As Pro</p>
Tens People - Tight Ends On Opposite Sides	Tens Heavy - Tight Ends Align Together	Clubs People - Not All 3 Tight Ends Together
<p>(H) (St. Left)</p> <p>(F) (St. Left)</p> <p>(Z) Y O O □ O O (U)</p> <p>Strength To The Wide Receiver</p>	<p>(H) (St. Right)</p> <p>(F) (St. Right)</p> <p>(X) O O □ O O (Y) (U)</p> <p>Strength To The Pair Of Tight Ends</p>	<p>(H) (St. Left)</p> <p>(M) Y O O □ O O (U) (X)</p> <p>Strength To The Pair Of Tight Ends</p>
Clubs Heavy - All Tight Ends Together	Queens People	
<p>(H) (St. Right)</p> <p>(X) O O □ O O (Y) (U) (M)</p> <p>Strength Is To The Triple Tight Ends</p>	<p>(H) (St. Right)</p> <p>(X) O O □ O O (W) (Z)</p> <p>Strength To The Two Wide Receivers</p> <p>** Alert: Vs. Double Calls - Treat As A Pro Set</p>	<p>(F) (St. Left)</p> <p>(Z) Y O O □ O O (H) (X)</p>

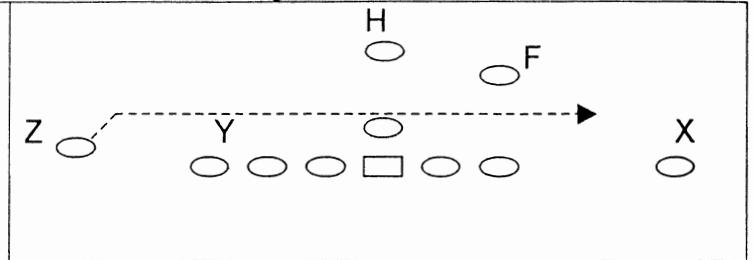
General Change Of Strength Rules

- Anytime A Wide Receiver Goes From Strong To Weak
- Anytime The "Y" TE Moves Across The Formation (Unless He Comes From Ace Trips)

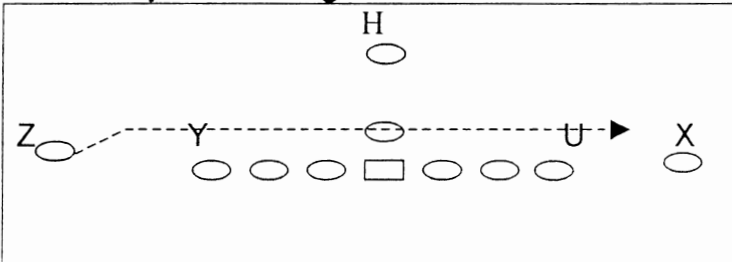
Far I Left Z Motion



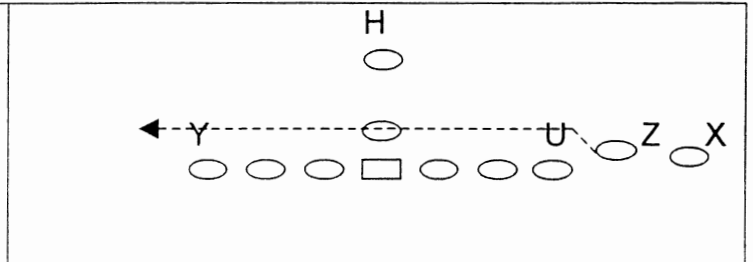
Far I Slot Right Z Motion



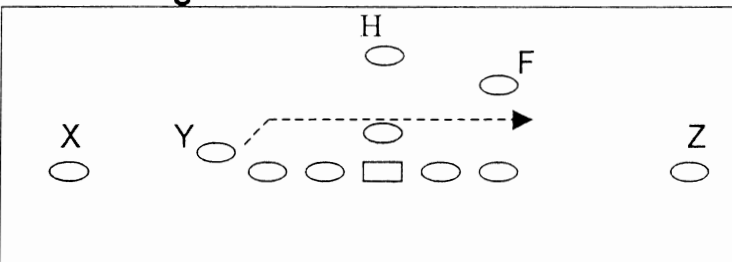
Ace Trips Slot Right Z Motion



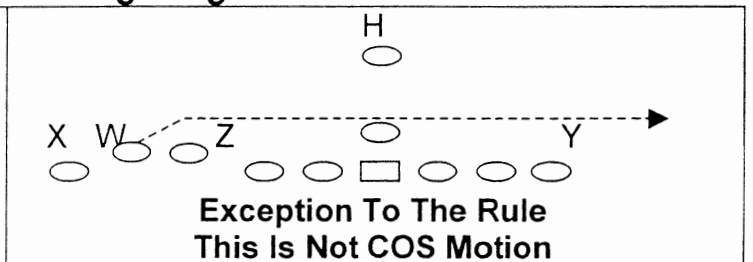
Ace Left Z Motion



Near I Right Y Off Y Motion

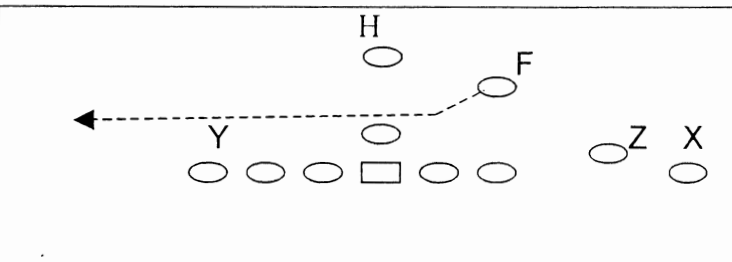


Kings Right W2

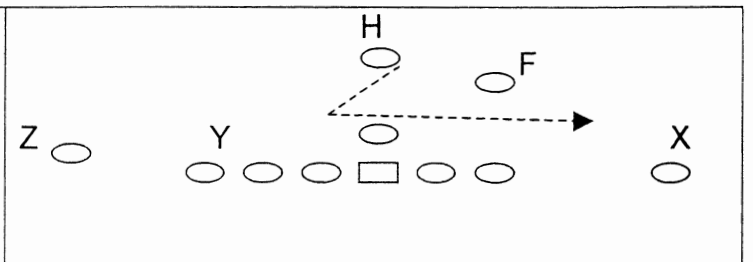


- HB or FB Motion Will Not Affect Change Of Strength

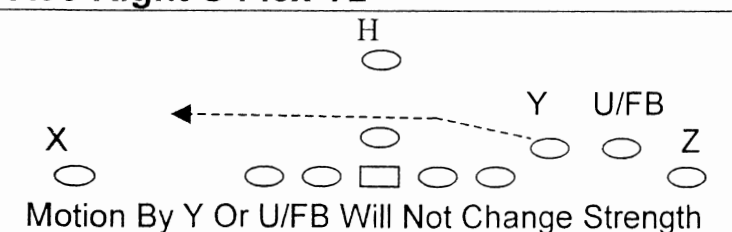
Far Twin Slot Left F2



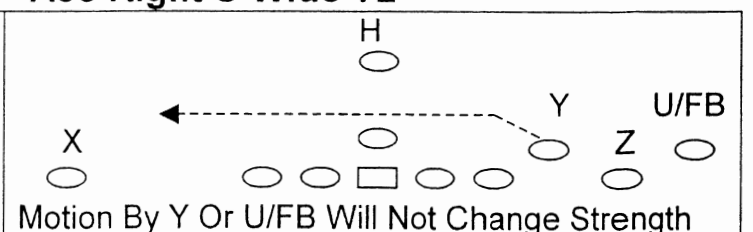
Far Twin Left H2



Ace Right U Flex Y2



Ace Right U Wide Y2



Strength of Formation - To The "Two Quick" Receiver Side

<p style="text-align: center;">Split Left</p> <p style="text-align: center;">"LOU"</p>	<p style="text-align: center;">Twin Left</p> <p style="text-align: center;">"LOU"</p>	<p style="text-align: center;">Trips Left</p> <p style="text-align: center;">"LOU"</p>
<p style="text-align: center;">Split Slot Left</p> <p style="text-align: center;">"LOU"</p>	<p style="text-align: center;">Twin Slot Left</p> <p style="text-align: center;">"LOU"</p>	<p style="text-align: center;">Trips Slot Left</p> <p style="text-align: center;">"LOU"</p>
<p style="text-align: center;">Twin Left/ H - Crack</p> <p style="text-align: center;">"LOU"</p>	<p style="text-align: center;">Twin Left/ H Wide</p> <p style="text-align: center;">"LOU"</p>	<p style="text-align: center;">Twin Slot Left/ H Wide</p> <p style="text-align: center;">"LOU"</p>
<p style="text-align: center;">Trips Left/ H Crack</p> <p style="text-align: center;">"LOU"</p>	<p style="text-align: center;">Trips Left/ H Wide</p> <p style="text-align: center;">"LOU"</p>	<p style="text-align: center;">Trips Slot Left/ H Wide Weak</p> <p style="text-align: center;">"LOU"</p> <p style="text-align: center;">(Treat As "Pro" In DBL. Calls)</p>
<p style="text-align: center;">Ace Left</p> <p style="text-align: center;">"LOU"</p> <p style="text-align: center;">Set to the side of the starting TE</p>	<p style="text-align: center;">Ace Trips Slot Left/ U - Wide</p> <p style="text-align: center;">"Open" "Closed"</p> <p style="text-align: center;">"LOU"</p>	<p style="text-align: center;">Ace Trips Slot Left</p> <p style="text-align: center;">"Open" "Closed"</p> <p style="text-align: center;">"LOU"</p> <p style="text-align: center;">(Treat As "Slot" In DBL. Calls)</p>
<p style="text-align: center;">Kings Left</p> <p style="text-align: center;">"LOU"</p>	<p style="text-align: center;">Kings Trips Left</p> <p style="text-align: center;">"LOU"</p> <p style="text-align: center;">(Treat As "Pro" In DBL. Calls)</p>	<p style="text-align: center;">Kings Trips Speed Left</p> <p style="text-align: center;">"LOU"</p>
<p style="text-align: center;">Queens Left</p> <p style="text-align: center;">"LOU"</p>	<p style="text-align: center;">I Left/ Y - Trey</p> <p style="text-align: center;">"LOU"</p> <p style="text-align: center;">Set to the side of Flanker</p>	<p style="text-align: center;">Twin Slot Left/ H - Wide/ Z - Deuce</p> <p style="text-align: center;">"LOU"</p> <p style="text-align: center;">(WR In Back Field Rules) (Neutral WR = Pro Set)</p>

Strength Of Formation ***Alert Backfield Motion**

<p>Split Slot Rt./ Z Motion</p> <p>"LOU to ROY"</p>	<p>Trips Lt/ H3</p> <p>"LOU"</p>	<p>Twin Lt/ F2</p> <p>"Lou" Stay "Lou"</p>
<p>Split Right/ Z Motion</p> <p>"LOU to ROY"</p>	<p>Near Twin Slot Left/ H2</p> <p>"LOU"</p>	<p>Far Trips Slot Lt/ F3</p> <p>"LOU"</p>
<p>I Right/ Y Off / Y Motion</p> <p>(Alert Odd Rules) "LOU to ROY" (Y Motion – 2 Back Set)</p>	<p>Kings Trips Right/ Y Off/ Y3</p> <p>"Roy Stays Roy"</p>	<p>Twin Slot Right/ Z Motion</p> <p>"LOU to ROY" "Pro" to "Slot" in DBL Calls</p>
<p>Ace Trips Slot Rt./ Z Motion</p> <p>"LOU to ROY"</p>	<p>Ace Trips Slot Left/ X3</p> <p>"LOU" Alert Cover 3</p>	<p>Ace Right/ X Motion</p> <p>"LOU to ROY" "Slot" to "Pro" set in DBL Calls</p>
<p>Ace Trips Rt./ Z Motion</p> <p>"LOU to ROY"</p>	<p>Ace Trips Lt/ U Wide/ Z Motion</p> <p>"ROY to LOU"</p>	<p>Ace Trips Rt./ Y Off/ Y Motion</p> <p>(Alert Odd Rules) "LOU to ROY" (May Be Called To Down T.E.)</p>
<p>Kings Trips Rt./ Z Motion</p> <p>"LOU to ROY"</p>	<p>Kings Trips Speed Lt/ W3</p> <p>"LOU"</p>	<p>Kings Left/ Z2</p> <p>*Special Alert - "LOU stay LOU"</p>
<p>Queens Rt./ W Motion</p> <p>"LOU to ROY"</p>	<p>Tens I Right/ Z Motion</p> <p>"LOU to ROY"</p>	<p>Clubs Trips Rt./ X Motion</p> <p>"ROY STAYS ROY"</p>

PRO SET - Any Formation Where X And Z Are Aligned Opposite Sides
Slot Set - Any Formation Where X And Z Are Aligned On The Same Side

<p>Split Left</p> <p>"PRO SET"</p>	<p>Twin Left</p> <p>"PRO SET"</p>	<p>Trips Left</p> <p>"PRO SET"</p>
<p>Split Slot Left</p> <p>"SLOT SET"</p>	<p>Twin Slot Left</p> <p>"SLOT SET"</p>	<p>Trips Slot Left</p> <p>"SLOT SET"</p>
<p>Twin Left/ H Crack</p> <p>"Pro Set"</p>	<p>Twin Left/ H Wide</p> <p>"PRO SET"</p>	<p>Twin Slot Left/ H Wide</p> <p>"SLOT SET"</p>
<p>Trips Left/ H Crack</p> <p>"PRO SET"</p>	<p>Trips Left/ H Wide</p> <p>"PRO SET"</p>	<p>Trips Slot Left/ H - Wide Weak</p> <p>** Exception to the rule TREAT AS "PRO SET" IN 63</p>
<p>Ace Left</p> <p>"PRO SET"</p>	<p>Ace Trips Slot Left/ U Wide</p> <p>"Open" "Closed"</p> <p>"SLOT SET"</p>	<p>Ace Trips Slot Left</p> <p>"Open" "Closed"</p> <p>"SLOT SET"</p>
<p>Kings Left</p> <p>"SLOT SET"</p>	<p>Kings Trips Left</p> <p>** Exception to Rule TREAT AS PRO SET IN 63</p>	<p>Kings Trips Speed Left</p> <p>"SLOT LEFT"</p>
<p>Queens Left</p> <p>"PRO SET"</p>	<p>I Left /Y Trey</p> <p>"PRO SET"</p>	<p>Twin Slot Left/ H - Wide/ Z - Deuce</p> <p>"SLOT SET" (Neutral WR Deep = Pro Set)</p>

PRO SET - Any Formation Where X And Z Are Aligned Or End Up On Opposite Sides
SLOT SET - Any Formation Where X And Z Are Aligned Or End Up On The Same Side

<p>Split Slot Rt./ Z Motion F O H</p> <p>"PRO SET to SLOT SET" (Change of Strength)</p>	<p>Trips Lt/ H3 O F</p> <p>"PRO SET" (No Change of Strength)</p>	<p>Twins Lt/ F2 O H</p> <p>"PRO SET" (No Change of Strength)</p>
<p>Split Rt./ Z Motion H O F</p> <p>"SLOT SET to PRO SET" (Change of Strength)</p>	<p>Twin Slot Left/ H2 H O F</p> <p>"SLOT SET" (No Change of Strength)</p>	<p>Trips Far Slot Left/ F3 H O F</p> <p>"SLOT SET" (No Change of Strength)</p>
<p>I Right/ Y Off/ O H Y Motion O F</p> <p>"PRO SET" (Change of Strength)</p>	<p>Kings Trips Right/ Y Off/ Y3 O H</p> <p>"SLOT SET" (No Change of Strength)</p>	<p>Twin Slot Right /Z Motion O F</p> <p>"PRO SET" to "SLOT SET" (Change of Strength)</p>
<p>Ace Trips Slot Right/ Z Motion O F</p> <p>"PRO SET to SLOT SET" (Change of Strength)</p>	<p>Ace Trips Slot Left/ X3 O H</p> <p>"PRO SET" (No Change of Strength)</p>	<p>Ace Right/ X Motion "Open" O F "Closed"</p> <p>"SLOT SET to PRO SET" (Change of Strength)</p>
<p>Ace Trips Right/ Z Motion O H</p> <p>"SLOT SET" to "PRO SET" (Change of Strength)</p>	<p>Ace Trips Left/ U Wide/ Z Motion O H</p> <p>"SLOT SET" to "PRO SET" (Change of Strength)</p>	<p>Ace Trips Right/ Y Off/ Y Motion O H</p> <p>"PRO SET" (Change of Strength) (Alert To Odd Rule) (May Be Called To Down T.E.)</p>
<p>Kings Trips Right/ Z Motion O H</p> <p>"SLOT SET" to "PRO SET" (Change of Strength)</p>	<p>Kings Trips Speed Left/ W3 O H</p> <p>"SLOT SET" (No Change of Strength)</p>	<p>Kings Lt/ Z2 O F</p> <p>"SLOT LEFT" (No Change of Strength)</p>
<p>Queens Right/ W Motion F O H</p> <p>"PRO SET" To "Slot Set" (Change of Strength)</p>	<p>Tens I Right/ Z Motion O H</p> <p>"PRO SET" To "Slot Set" (Change of Strength)</p>	<p>Clubs Trips Right/ X Motion O F</p> <p>"PRO SET" (No Change of Strength)</p>

TILT - Occurs When The Backs Are Aligned To the Same Side Of The Ball
NO TILT - Balanced Alignment Of The Backs In A Split Or I Formation

<p>Split Left</p> <p>No Tilt - Balanced Set (Call Goes Strong)</p>	<p>Twin Left</p> <p>Right (Any 2 x 2 Set, Tilt Is Weak)</p>	<p>Trips Left</p> <p>Left</p>
<p>Split Slot Left</p> <p>No Tilt - Balanced Set (Call Goes Strong)</p>	<p>Twin Slot Left</p> <p>Right (Weak)</p>	<p>Trips Slot Left</p> <p>Left</p>
<p>Twin Left/ H - Crack</p> <p>Right (Weak) (Lou) Strength</p>	<p>Twin Left/ H Wide</p> <p>Right (Weak) (Lou) Strength</p>	<p>Twin Slot Left/ H Wide</p> <p>Right (Weak) (Possible Call To The Slot)</p>
<p>Trips Left/ H Crack</p> <p>Left</p>	<p>Trips Left/ H Wide</p> <p>Left</p>	<p>Trips Slot Left/ H Wide Weak</p> <p>Left</p>
<p>Ace Left</p> <p>Right (Weak)</p>	<p>Ace Trips Slot Left/ U - Wide</p> <p>Left</p>	<p>Ace Trips Slot Left "Open" "Closed"</p> <p>Left</p>
<p>Kings Left</p> <p>Right (Weak) (Possible Call To The Slot)</p>	<p>Kings Trips Left</p> <p>Left</p>	<p>Kings Trips Speed Left</p> <p>Left</p>
<p>Queens Left</p> <p>No Tilt - Balanced Set (Call Goes Strong)</p>	<p>I Left/ Y - Trey</p> <p>No Tilt - Balanced Set (Call Lt.)</p>	<p>Twin Slot Left/ H - Wide/ Z - Deuce</p> <p>(Lou) Right (Weak) (Possible Call To The Slot)</p>

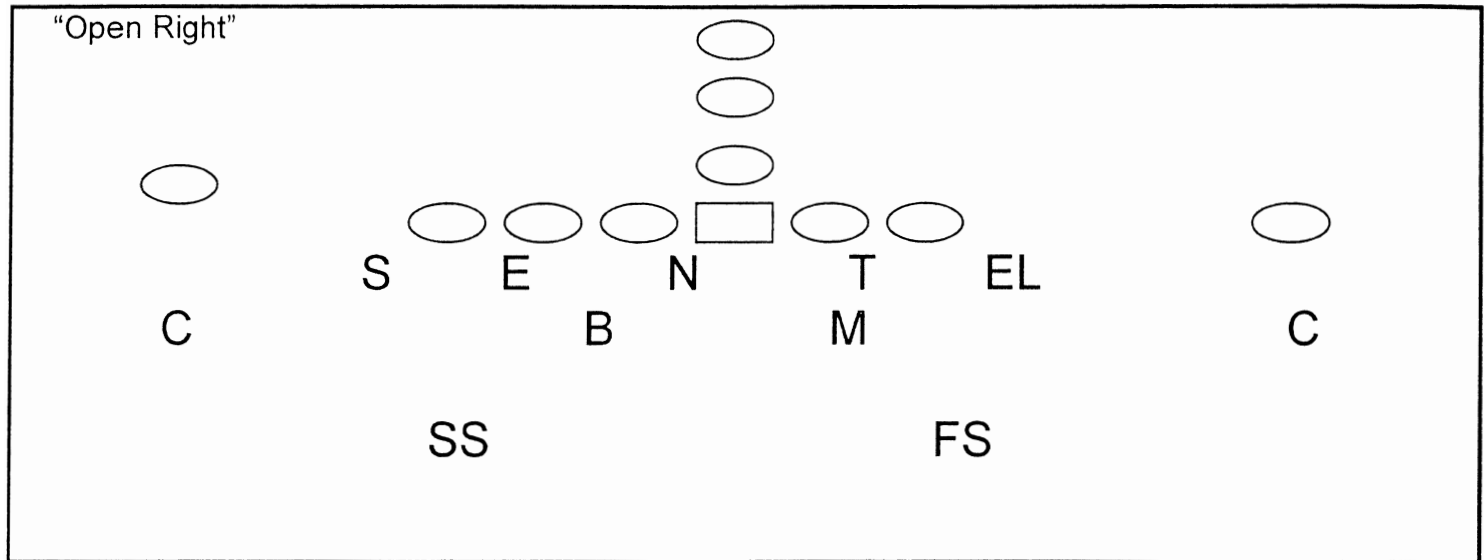
TILT OF SET

<p style="text-align: center;">Split Slot Rt./ Z Motion F O O H</p> <p style="text-align: center;">(New Strength) No Tilt - Balanced Set</p>	<p style="text-align: center;">Trips Lt/ H3 ● F</p> <p style="text-align: center;">Right to Left</p>	<p style="text-align: center;">Twins Lt/ F2 ● H</p> <p style="text-align: center;">Left to Right</p>
<p style="text-align: center;">Split Rt./ Z Motion H O O F</p> <p style="text-align: center;">No Tilt - Balanced Set (New Strength)</p>	<p style="text-align: center;">Twin Slot Left/ H2 H ● F</p> <p style="text-align: center;">Left to Right (Possible Left Stay Left)</p>	<p style="text-align: center;">Far Trips Slot Left/ F3 H ● F</p> <p style="text-align: center;">No Tilt to Left</p>
<p style="text-align: center;">I Right/ Y Off/ O H Y Motion O F</p> <p style="text-align: center;">No Tilt - Balanced Set (New Strength)</p>	<p style="text-align: center;">Trips Right/ Y Off/ Y3 ● F</p> <p style="text-align: center;">Right Stay Right</p>	<p style="text-align: center;">Twin Slot Right /Z Motion ● F</p> <p style="text-align: center;">Left Stays Left (Roy Strength - 2x2 Tilt Weak)</p>
<p style="text-align: center;">Ace Trips Slot Right/ Z Motion ● F</p> <p style="text-align: center;">Right Stays Right</p>	<p style="text-align: center;">Ace Trips Slot Left/ X3 ● H</p> <p style="text-align: center;">Right to Left</p>	<p style="text-align: center;">Ace Right/ X Motion ● F</p> <p style="text-align: center;">Left Stays Left (Roy Strength - 2x2 Tilt Weak)</p>
<p style="text-align: center;">Ace Trips Right/ Z Motion ● H</p> <p style="text-align: center;">Right Stays Right (Possible Left To Right)</p>	<p style="text-align: center;">Ace Trips Left/ U Wide/ Z Motion ● H</p> <p style="text-align: center;">Left Stays Left (Possible Right To Left)</p>	<p style="text-align: center;">Ace Trips Right/ Y Off/ Y Motion ● H</p> <p style="text-align: center;">Right Stays Right</p>
<p style="text-align: center;">Kings Trips Right/ Z Motion ● H</p> <p style="text-align: center;">Right Stays Right (Possible Left To Right)</p>	<p style="text-align: center;">Kings Trips Speed Left/ W3 ● H</p> <p style="text-align: center;">Right to Left (Possible Left Stay Left)</p>	<p style="text-align: center;">Kings Lt/ Z2 ● F</p> <p style="text-align: center;">(Possible Left Stay Left) Left to Right (2 x 2 Set Strong Left)</p>
<p style="text-align: center;">Queens Right/ W Motion F O O H</p> <p style="text-align: center;">No Tilt - Balanced Set (New Strength)</p>	<p style="text-align: center;">Tens I Right/ Z Motion O H O F</p> <p style="text-align: center;">(New Strength) No Tilt - Balanced Set</p>	<p style="text-align: center;">Clubs Trips Right/ X Motion ● F</p> <p style="text-align: center;">Right Stay Right (Vs. Clubs, Tilt Is To Pair)</p>

OPEN SIDE - Side Opposite The Tight End
CLOSED SIDE - Side Toward Tight End

<p style="text-align: center;">Split Left</p> <p style="text-align: center;">Open Right Closed Left</p>	<p style="text-align: center;">Twin Left</p> <p style="text-align: center;">Open Right Closed Left</p>	<p style="text-align: center;">Trips Left</p> <p style="text-align: center;">Open Right Closed Left</p>
<p style="text-align: center;">Split Slot Left</p> <p style="text-align: center;">Open Left Closed Right</p>	<p style="text-align: center;">Twin Slot Left</p> <p style="text-align: center;">Open Left Closed Right</p>	<p style="text-align: center;">Trips Slot Left</p> <p style="text-align: center;">Open Left Closed Right</p>
<p style="text-align: center;">Twin Left/ H - Crack</p> <p style="text-align: center;">Open Right Closed Left</p>	<p style="text-align: center;">Twin Left/ H Wide</p> <p style="text-align: center;">Open Right Closed Left</p>	<p style="text-align: center;">Twin Slot Left/ H Wide</p> <p style="text-align: center;">Open Left Closed Right</p>
<p style="text-align: center;">Trips Left/ H Crack</p> <p style="text-align: center;">Open Right Closed Left</p>	<p style="text-align: center;">Trips Left/ H Wide</p> <p style="text-align: center;">Open Right Closed Left</p>	<p style="text-align: center;">Trips Slot Left/ H Wide Weak</p> <p style="text-align: center;">Open Right Closed Left</p>
<p style="text-align: center;">Ace Left</p> <p style="text-align: center;">Open Right Closed Left</p>	<p style="text-align: center;">Ace Trips Slot Left/ U - Wide</p> <p style="text-align: center;">Open Left Closed Right</p>	<p style="text-align: center;">Ace Trips Slot Left</p> <p style="text-align: center;">Open Left Closed Right</p>
<p style="text-align: center;">Kings Left</p> <p style="text-align: center;">Open Left Closed Right</p>	<p style="text-align: center;">Kings Trips Left</p> <p style="text-align: center;">Open Right Closed Left</p>	<p style="text-align: center;">Kings Trips Speed Left</p> <p style="text-align: center;">Open Left Closed Right</p>
<p style="text-align: center;">Queens Left</p> <p style="text-align: center;">Open Right Closed Left</p>	<p style="text-align: center;">I Left/ Y - Trey</p> <p style="text-align: center;">Open Right Closed Left</p>	<p style="text-align: center;">Twin Slot Left/ H - Wide/ Z - Deuce</p> <p style="text-align: center;">Open Left Closed Right</p>

Base Front **WIDE**



FRONT ALIGNMENTS:

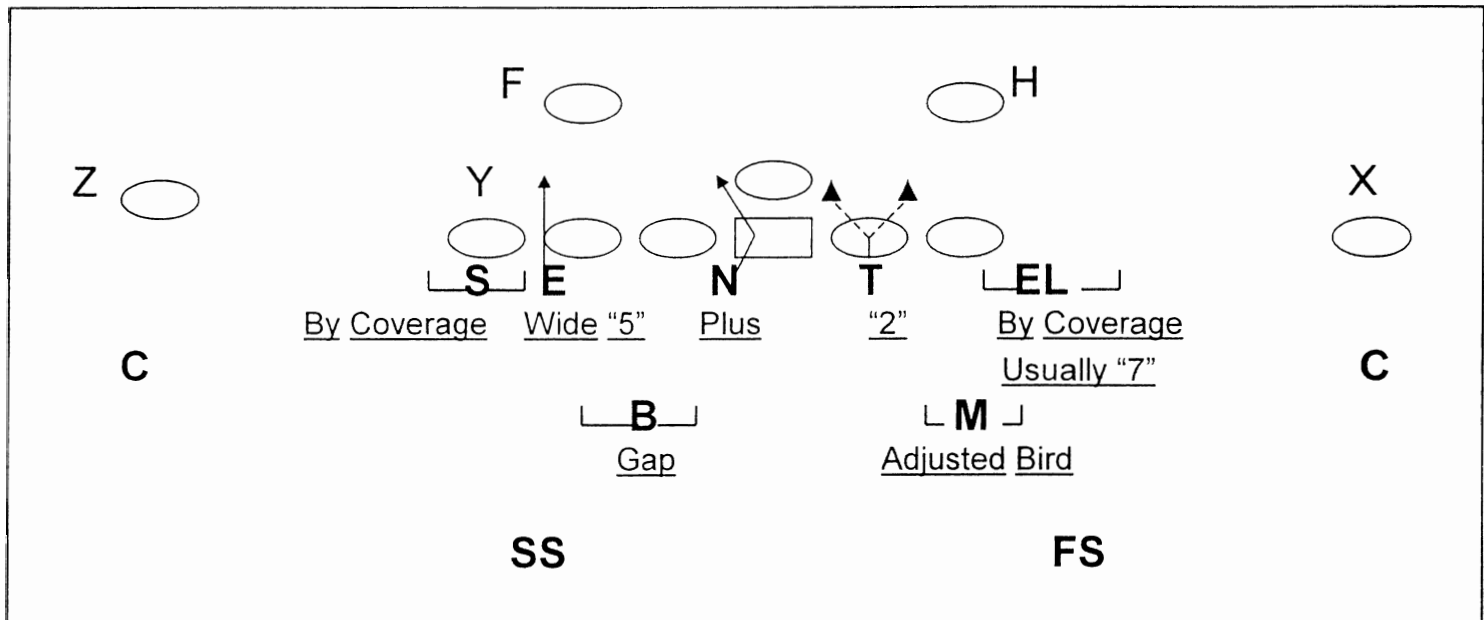
Sam:	Coverage Alignment
End:	"Wide" Technique
Nose:	Plus Technique
Tackle:	"3" Technique
Elephant:	"7" Technique

WIDE DEUCE FRONT

- Same As Wide Front Except Open Side “3” Technique Plays A “Deuce” Technique. Deuce Is A “Tough” Adjustment For The Tackle, In That He Plays “Backdoor” Of All Flow Plays. Attack The Guard And Escape Opposite The Flow
- If Play Is A Direct Run Right At You, Neutralize Guard And Escape As You Read It

SPLIT LEFT

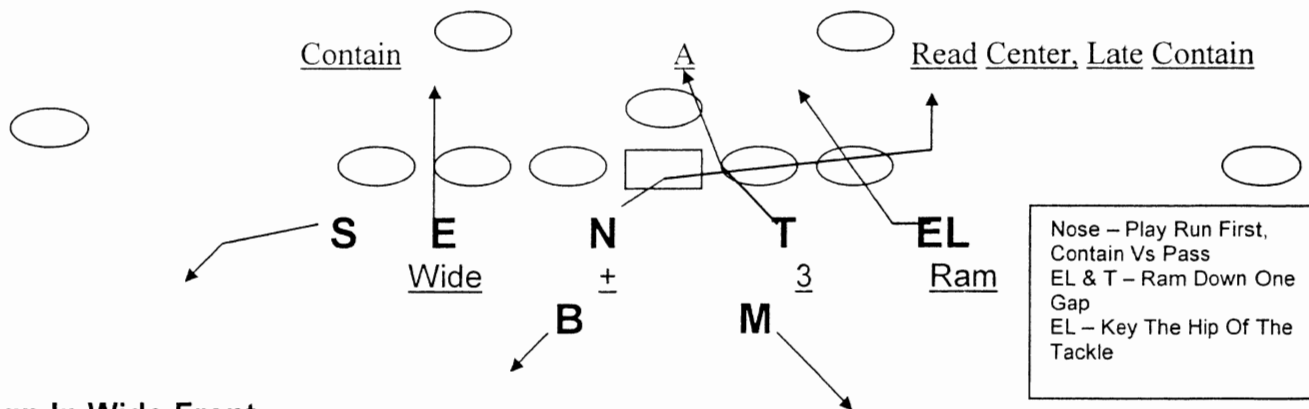
OPEN RIGHT



WIDE FREEZE STUNT

SNAP BLITZ For The Tackle & EL

OPEN RIGHT



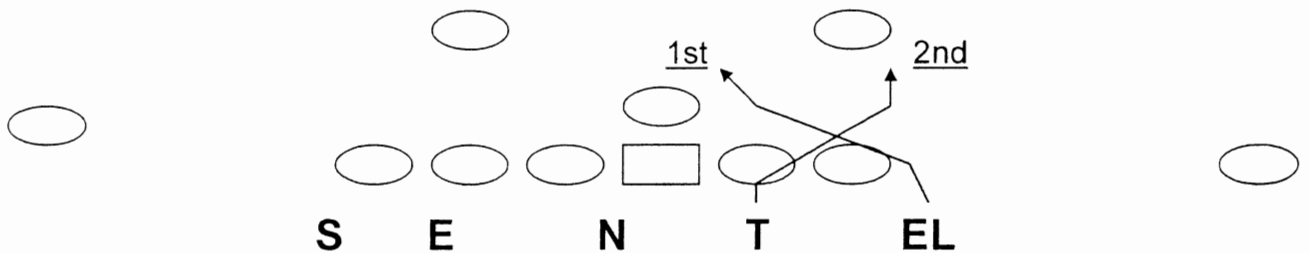
- Align In Wide Front

OPEN "X" STUNT

This Stunt Involves The Tackle And The Elephant, And Can Be Run From A "3" Or A "5" Technique End Alignment. The Elephant Will Go First With The Tackle Executing "Engage And Contain".

X Stunt Stays On Vs. Everything!

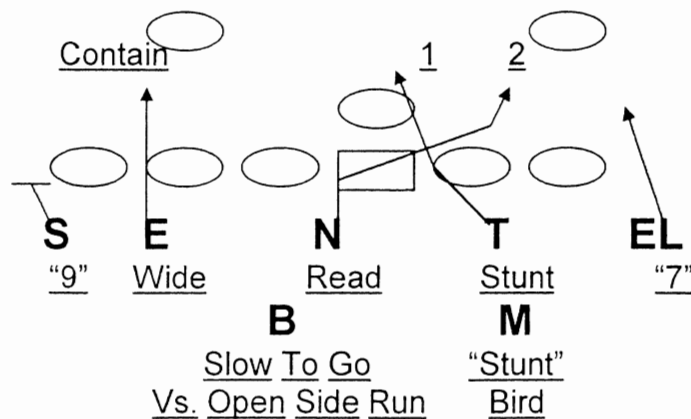
OPEN RIGHT



X Stunt Is Always On: Elephant Under All Action. Tackle: Engage Guard To Contain

Wide "T" Stunt

OPEN RIGHT



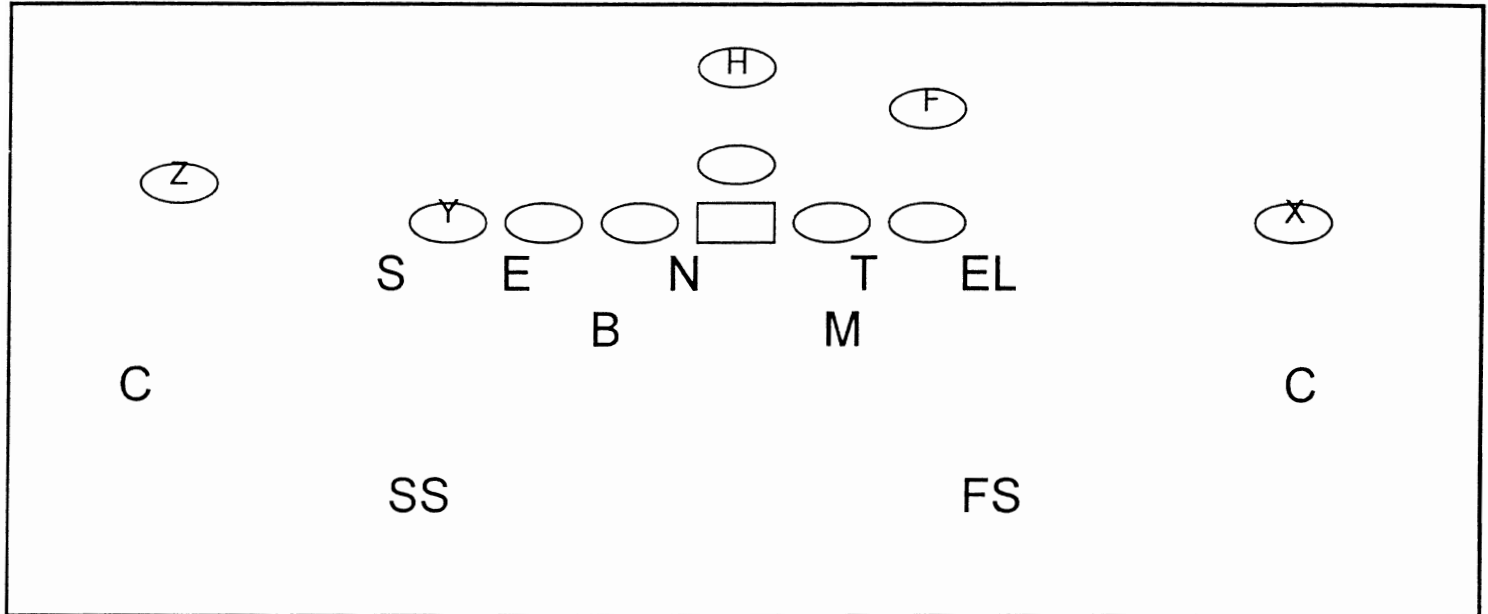
- Penetrating "3" Technique: Balance Rush Vs. Pass

Strong Front

- "Strong" Call Will Set The Front. Nose, End, Sam & Buck Go To The Call. Tackle, Elephant & Mac Go Away From The Call.

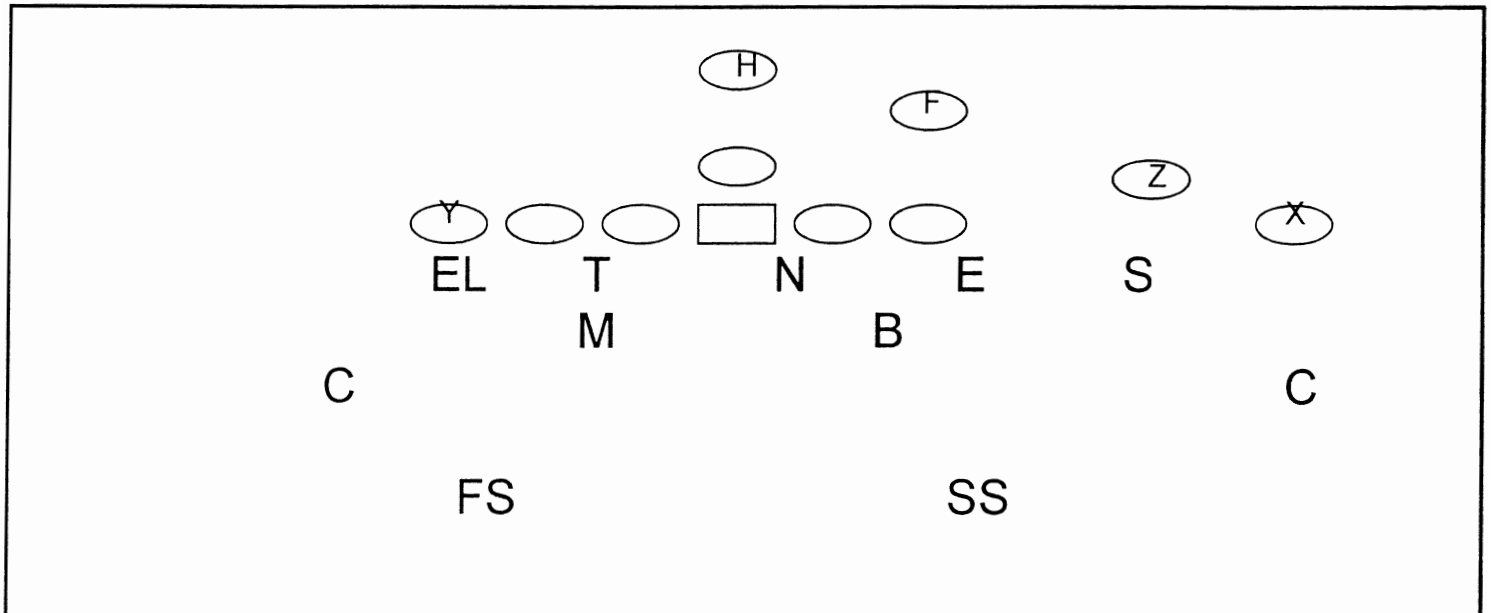
FAR I LEFT

STRONG LEFT

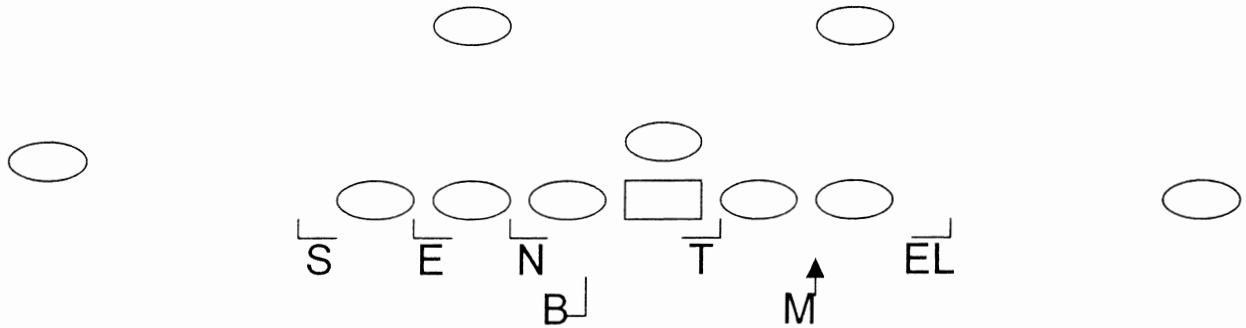


FAR I SLOT RIGHT

STRONG RIGHT

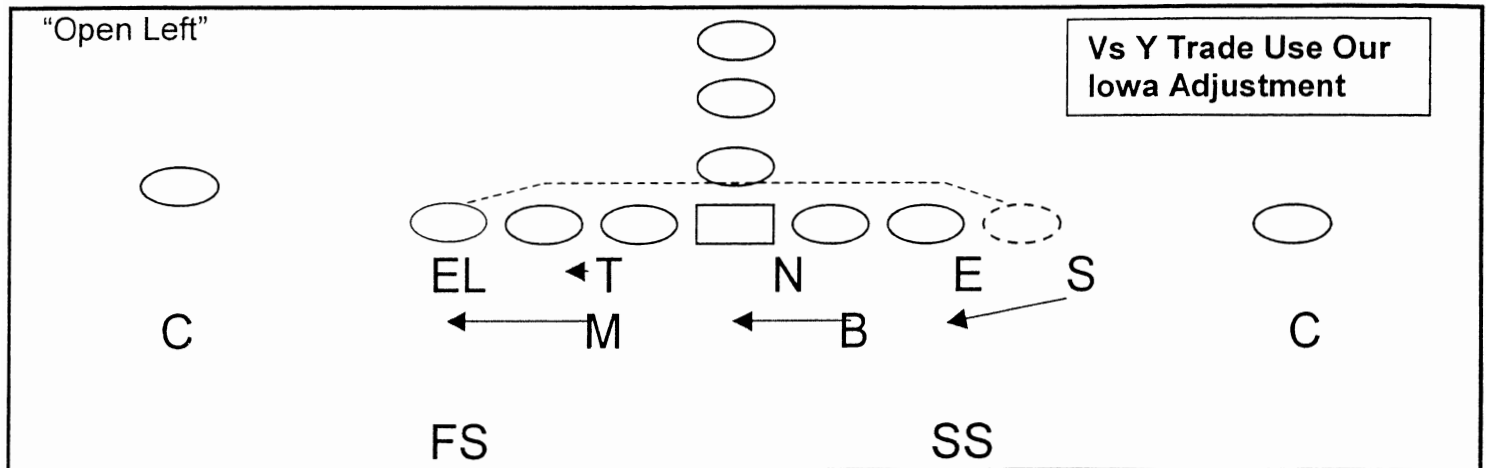


Front: Swing



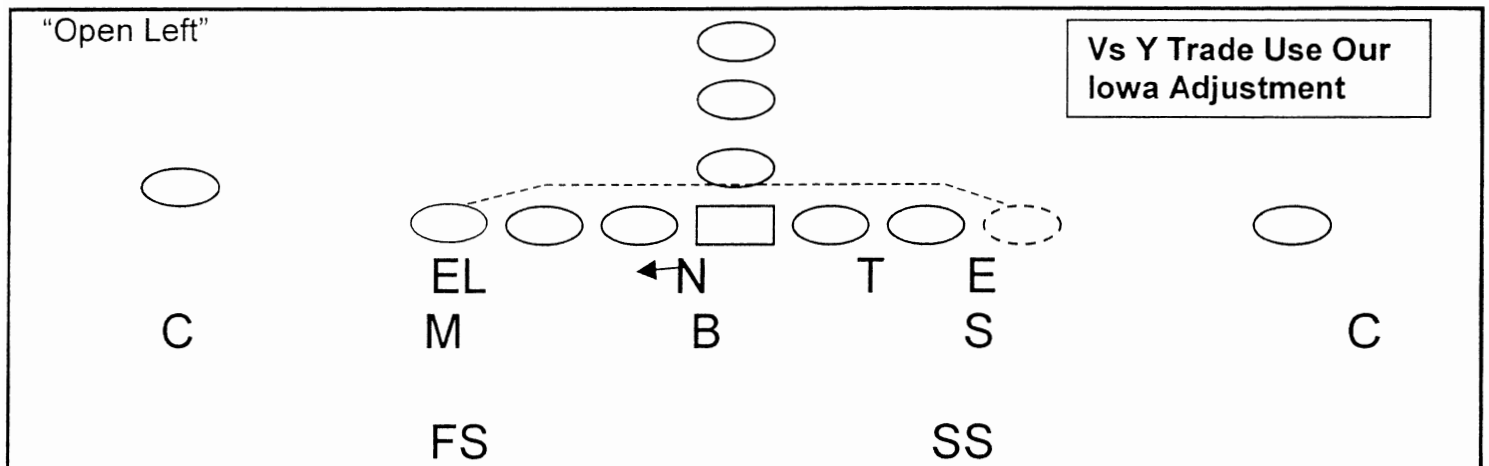
Position	Technique /Alignment	Keys	Responsibilities
Sam	9 By Coverage	<ul style="list-style-type: none"> Tight End Near Back Lineman 	"D" Gap/ Force Flow Away: Reverse Or Coverage
Nose	Align To The Closed Call Outside Split Of Guard "3" Technique	<ul style="list-style-type: none"> Guard Vision To Tackle Flow 	"B" Gap On Flow To Pursue Flow Away Pass: Possible Stunts
Buck	4 To 4 ½ Yards Deep "Protected" 3 Technique	<ul style="list-style-type: none"> Triangle Back Tackle - Flow 	Closed "A" Gap To Flow
Tackle	"Tilt" In Guard/ Center Gap To The Open Side Play A Plus Technique	Center	Flow To – "A" Gap Flow Away – Squeeze Pass: Possible Stunts
MAC	Gap Technique: Stack With Nose Tackle 4 To 4 ½ Yards Deep	Triangle: Back/ Flow	"B" Gap Flow Away: Check Far "A" Gap
End	Wide Five – Get Off!	<ul style="list-style-type: none"> Tight End Tackle Flow 	"C" Gap Flow Away- See Ahead Pass: Possible Stunts
Elephant	7 Technique	<ul style="list-style-type: none"> Tackle Near Back Lineman 	"C" Gap Flow Away: Reverse

IOWA ADJUSTMENT VS WIDE



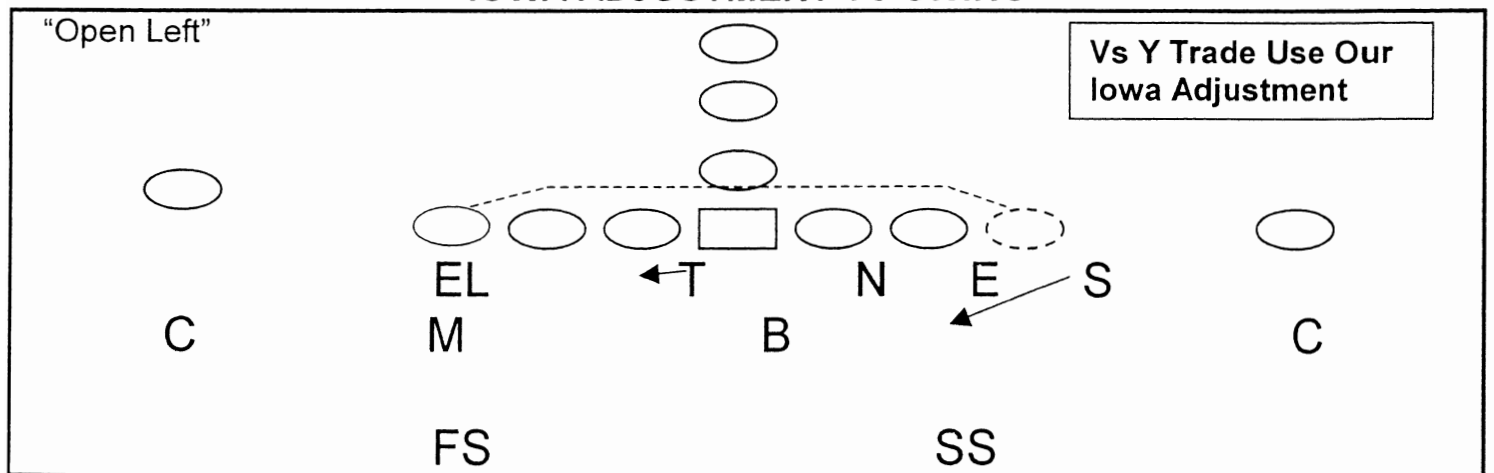
Elephant: Move To A "6" Technique
 Tackle: Move To A "4I" Technique
 Linebackers: Depends On The Coverage Called

IOWA ADJUSTMENT VS STACK



Elephant: Move To A "6" Technique
 Nose: Move To A "2" Technique
 Linebackers: Depends On The Coverage Called

IOWA ADJUSTMENT VS SWING



Elephant: Move To A "6" Technique
 Tackle: Move To A "2" Technique
 Linebackers: Depends On The Coverage Called

COVER 63

Will Be Used When We Want To Set Our Open Rusher Into The Charge And Not Have Any Formation Affect Him. We Will Always Be Able To Keep Both Inside Linebackers In The Core And Make Our Adjustments To A One Back Set With Our Secondary.

The 1st digit (6) indicates the coverage we will play against any Pro Set.

The 2nd digit (3) indicates the coverage we will play versus any Slot Set.

We will indicate what coverage we are in by making a White Rt/ Lt or Red Rt/ Lt call.

(White - 6, Red - 3)

Versus Y off - Y motion we will go from White to Red

Any change of strength motion will put us into the opposite coverage

**Elephant Or
Open Outside Linebacker**

Contain Rush

Buck -

Align Closed. White - Play 3 Receiver Hook
Red - Play Hook Curl

Mac -

Align Open - White - Play Vertical Hook
Red - Play Hook Curl

*** Buck and Mac will always be aligned in the core with
Hook/ Curl drop**

Sam -

White - Modified Buzz
Red - Curl - Flat
Vs Trips - "Change" Or "Zone - It"
Call Puts You In Quarters Technique

Corners -

White Call - Inside man on #1 receiver if strong, Flat if Weak
Red Call - Play deep outside 1/3
Vs Cut Split Or Trips Bunch Make A "Zone It" Call
This Will Alert The Corner To Force If #1 Goes Inside

Strong Safety -

White Call - Curl - Post (Plug)
Red Call - Curl - Flat

Deep Middle on motion from Pro to Slot

Free Safety -

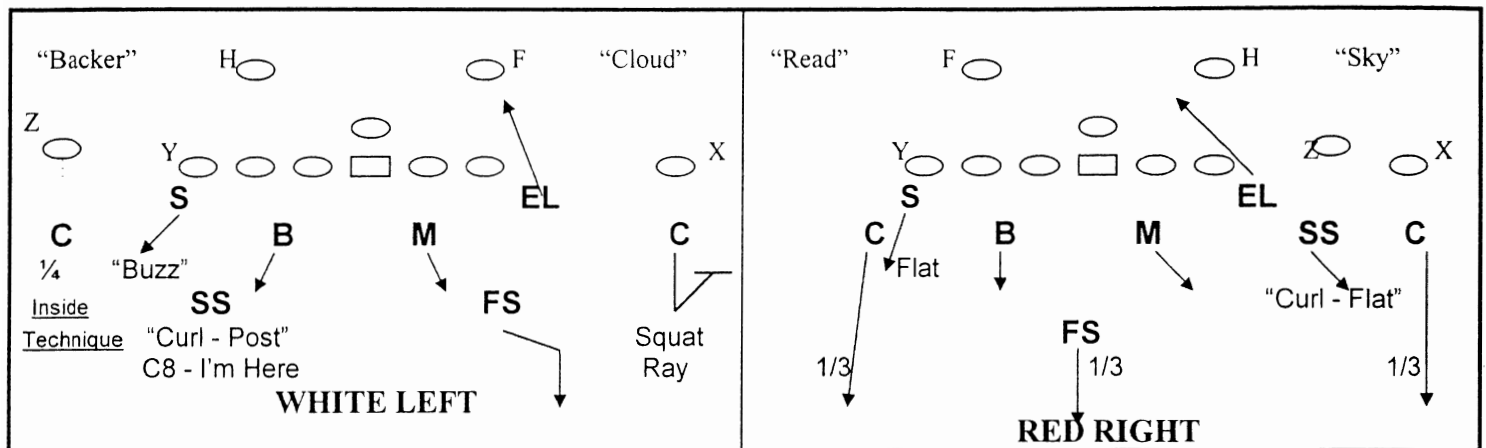
White Call - Deep 1/2 Weak
Red Call - Deep Middle 1/3
Curl Flat on Motion from Pro to Slot

****** ALERT **** - Y Motion we will go White to Red**

****** ALERT **** - Possible Zone It Call**

**** VS. Ace Trips Slot, Make "Red" Call To Slot.**

Vs Trips Slot With Backside Split, Make White Call

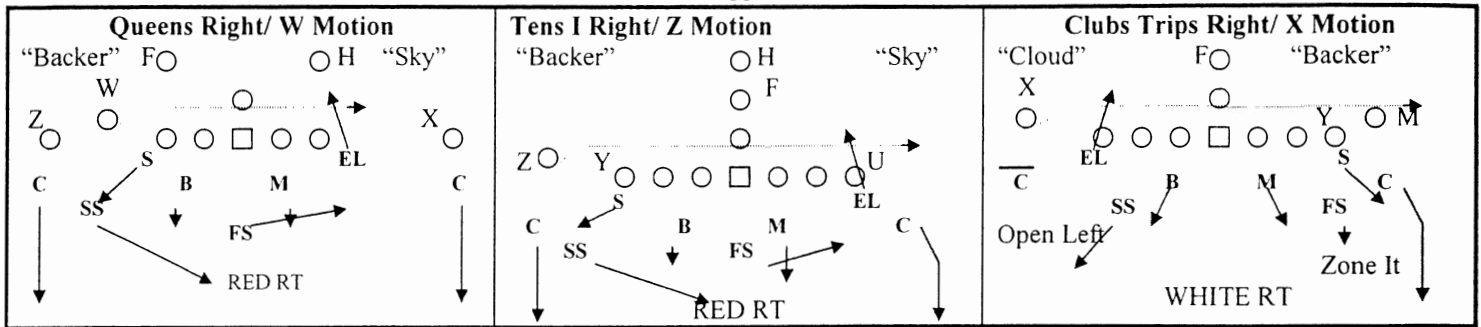


Position	Alignment	Key	Run Responsibility	Pass Responsibility
Elephant	6 Technique	<ul style="list-style-type: none"> Through Near Back To OT 	Run To: Plug Run Away: Pursuit	Contain Rush <ul style="list-style-type: none"> CP - Once The Defense Is Set Your Responsibility Will Not Change
Mac	Align By Responsibility	<ul style="list-style-type: none"> Through Guard To Back 	Depends On Front Call	White - Vertical Hook Red - Hook Curl
Buck	Align By Responsibility	<ul style="list-style-type: none"> Through Guard To Back 	Depends On Front Call	White - 3 Rec Hook Red - Hook Curl
Sam	9 Technique “Zone It” Or “Change” - Quarters Alignment	<ul style="list-style-type: none"> Tight End Tackle Guard Near Back 	9 - Backer Force “Read” - Puts You In A “6 Technique” Two Gap Plug Player	Modified Buzz <ul style="list-style-type: none"> CP- Curl - Flat Versus Slot “Zone It” or “Change” - Quarters Technique
Corners	Disguise As 2 Deep And Move On QB CP- Zone It Call: <ul style="list-style-type: none"> Will Alert The Corner To Force If #1 Goes Inside Pass Off Post Corner Combination Vs The Pass “Change” - Corner Has The Run-Pass	<ul style="list-style-type: none"> Through #2 To QB 	White: <ul style="list-style-type: none"> Run Weak - Force Run Strong - Secondary Force Run Away: Arc 3 Cover: <ul style="list-style-type: none"> Run To: Secondary Force Run Away: Arc 	White - <ul style="list-style-type: none"> If Strong - Inside Man If Weak - Flat CP - Trips - Zone It Call Quarters Technique Red - Deep Outside 1/3
Strong Safety	Disguise As 2 Deep And Move On QB CP- Zone It Call: <ul style="list-style-type: none"> Safety Has The Run-Pass 	<ul style="list-style-type: none"> Through #2 To QB 	White <ul style="list-style-type: none"> Run To: Fill Run Away: Pursuit Red <ul style="list-style-type: none"> Force If To Call, Fill If Away 	White - Curl - Post Red - Curl - Flat Deep Middle On Motion From Pro To Slot
Free Safety	Disguise As 2 Deep And Move On QB	<ul style="list-style-type: none"> Through uncovered Lineman To Back 	White - Secondary Force Red - Force If To Call And Fill If Away	White - <ul style="list-style-type: none"> Deep 1/2 Weak Red - <ul style="list-style-type: none"> Deep Middle 1/3 Curl Flat On Motion From Pro Set

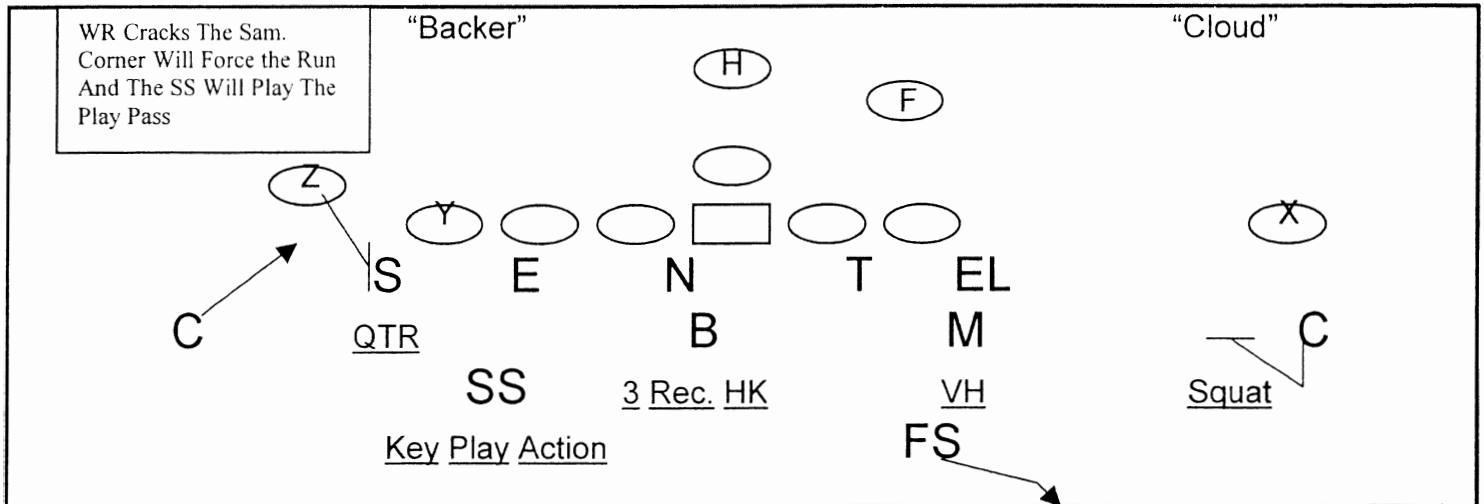
<p>Split Left</p> <p>"Backer" F O H "Cloud"</p>	<p>Twin Left</p> <p>"Backer" F O H "Cloud"</p>	<p>Trips Left</p> <p>"Backer" F O H "Cloud"</p>
<p>Split Slot Left</p> <p>"Sky" H O F "Read"</p>	<p>Twin Slot Left</p> <p>"Sky" H O "Backer"</p>	<p>Trips Slot Left</p> <p>"Sky" F O "Read"</p>
<p>Twin Left/ H - Crack</p> <p>"Backer" F O H "Cloud"</p>	<p>Twin Left/ H Wide</p> <p>"Backer" F O H "Cloud"</p>	<p>Twin Slot Left/ H Wide</p> <p>"Sky" F O "Backer"</p>
<p>Trips Left/ H Crack</p> <p>"Backer" F O H "Cloud"</p>	<p>Trips Left/ H Wide</p> <p>"Backer" F O H "Cloud"</p>	<p>Trips Slot Left/ H Wide Weak</p> <p>"Backer" F O H "Cloud"</p>
<p>Ace Left</p> <p>"Backer" F O H "Cloud"</p>	<p>Ace Trips Slot Left/ U - Wide</p> <p>"Sky" F O "Read"</p>	<p>Ace Trips Slot Left</p> <p>"Sky" H O "Read"</p>
<p>Kings Left</p> <p>"Sky" F O "Backer"</p>	<p>Kings Trips Left</p> <p>"Backer" F O H "Cloud"</p>	<p>Kings Trips Speed Left</p> <p>"Sky" H O "Read"</p>
<p>Queens Right</p> <p>"Backer" F O H "Cloud"</p>	<p>I Left/ Y - Trey</p> <p>"Backer" F O H "Cloud"</p>	<p>Twin Slot Left/ H - Wide/ Z - Deuce</p> <p>"Sky" Z O F "Backer"</p>

<p>Split Slot Rt./ Z Motion</p> <p>"Read" F O "Sky"</p>	<p>Trips Lt/ H3</p> <p>"Backer" O F "Cloud"</p>	<p>Twins Lt/ F2</p> <p>"Backer" O H "Cloud"</p>
<p>Split Rt./ Z Motion</p> <p>"Backer" O H O F "Cloud"</p>	<p>Twin Slot Left/ H2</p> <p>"Sky" " H O F "Backer"</p>	<p>Trips Slot Left/ F3</p> <p>"Sky" H O F O "Read"</p>
<p>I Right/ Y Off/ Y Motion</p> <p>"Backer" Y O H O F "Sky"</p>	<p>Kings Trips Right/ Y Off/ Y3</p> <p>"Backer" Y O H O F "Sky"</p>	<p>Twin Slot Right/ Z Motion</p> <p>"Backer" F O "Sky"</p>
<p>Ace Trips Slot Right/ Z Motion</p> <p>"Backer" O F "Sky"</p>	<p>Ace Trips Slot Left/ X3</p> <p>"Backer" O H "Cloud"</p>	<p>Ace Right/ X Motion</p> <p>"Cloud" H O "Backer"</p>
<p>Ace Trips Right/ Z Motion</p> <p>"Cloud" O H "Backer"</p>	<p>Ace Trips Left/ U Wide/ Z Motion</p> <p>"Backer" O H "Cloud"</p>	<p>Ace Trips Right/ Y Off/ Y Motion</p> <p>"Backer" O H "Sky"</p>
<p>Kings Trips Right/ Z Motion</p> <p>"Backer" O H "Sky"</p>	<p>Kings Trips Speed Left/ W3</p> <p>"Sky" O H "Backer"</p>	<p>Kings Lt/ Z Motion</p> <p>"Sky" F O "Backer"</p>

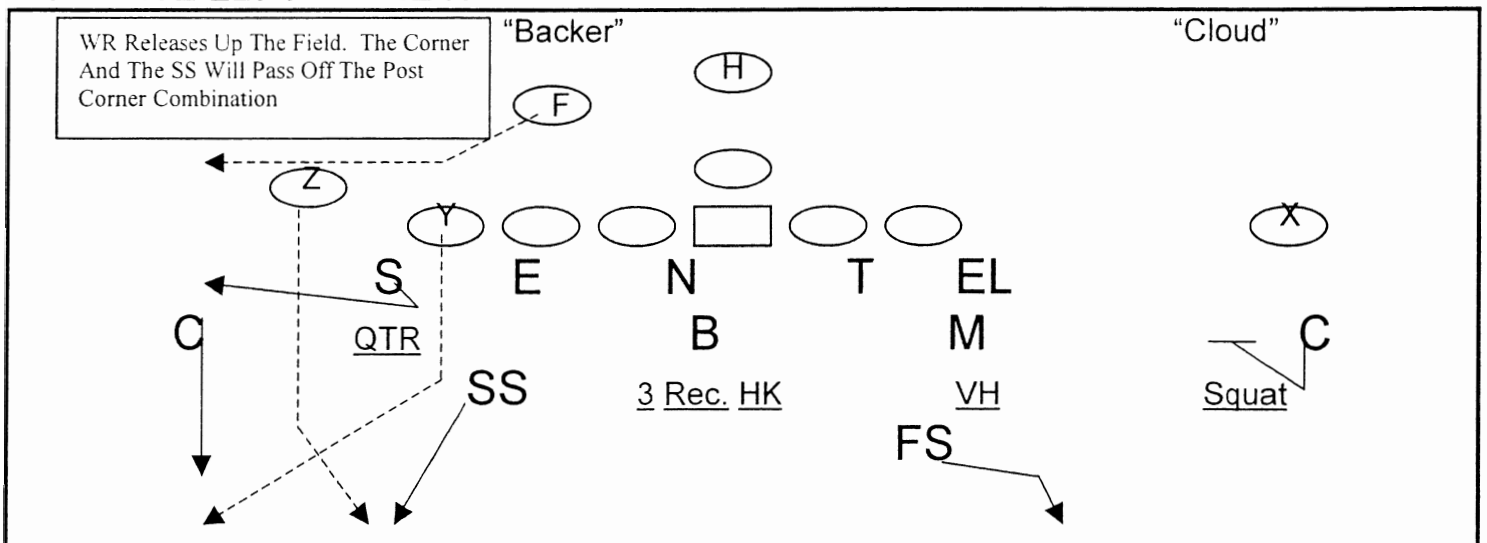
63



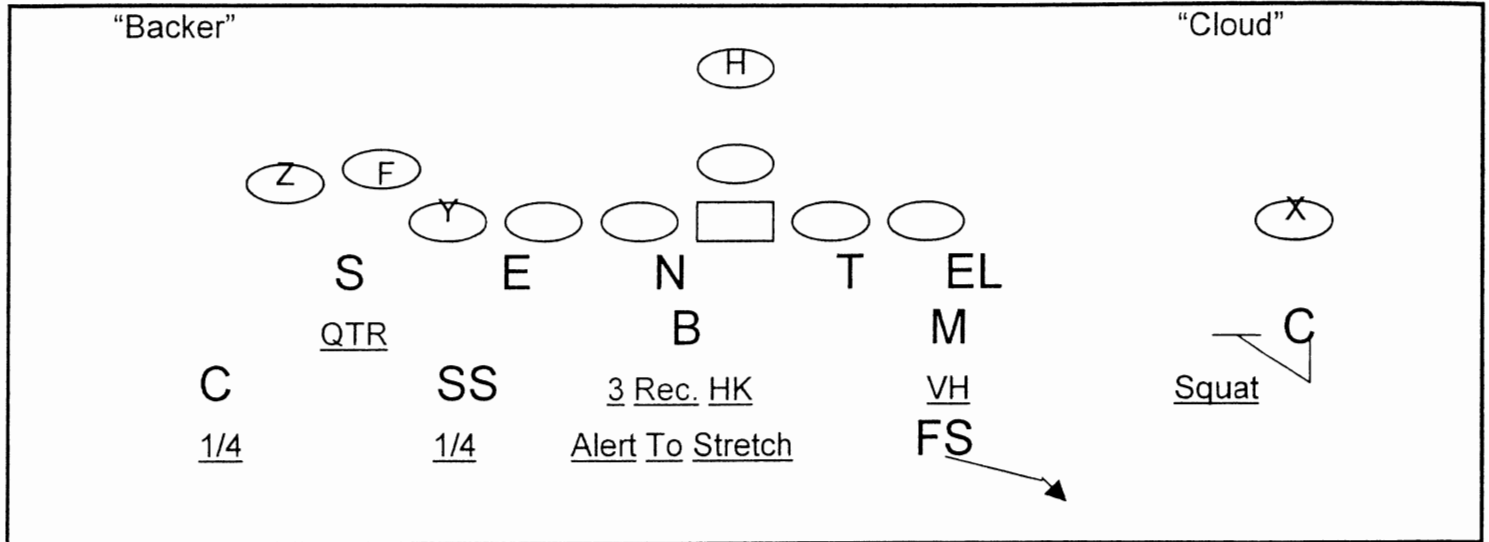
63 WHITE LEFT "ZONE IT" VS CUT SPLIT



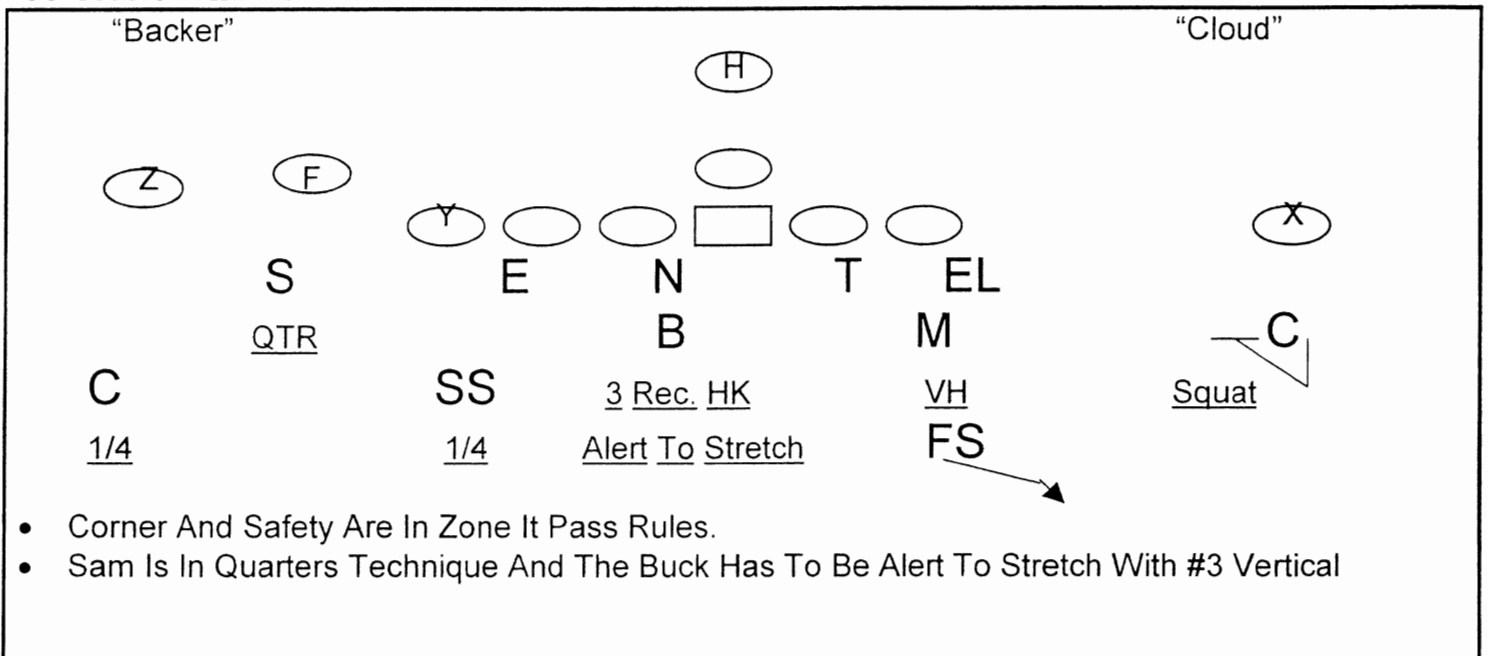
63 WHITE LEFT "ZONE IT"



63 WHITE LEFT "ZONE IT" VS TRIPS BUNCH



63 WHITE LEFT "CHANGE" VS TRUE TRIPS LOOK



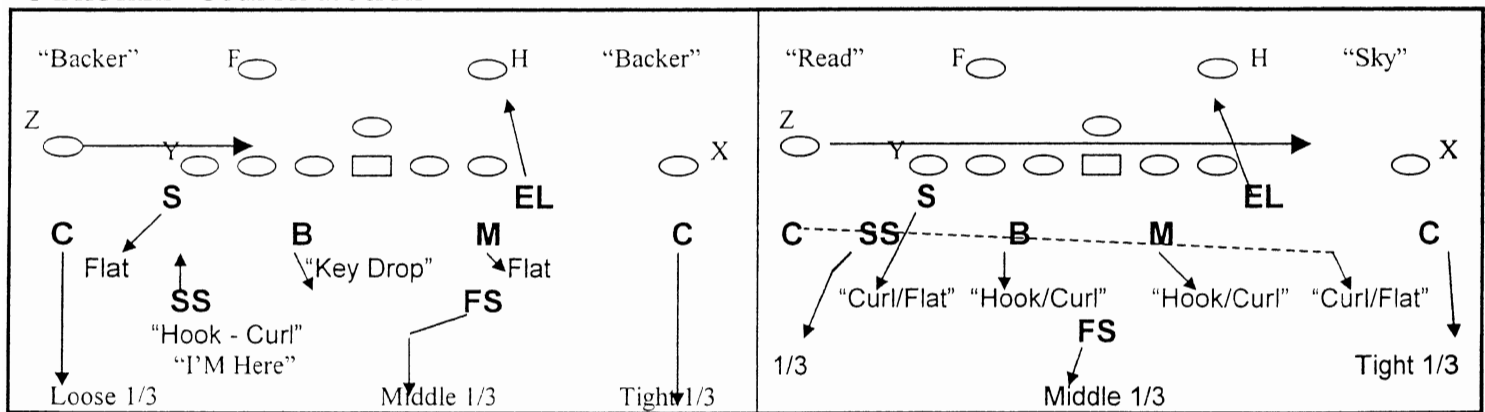
3 Backer

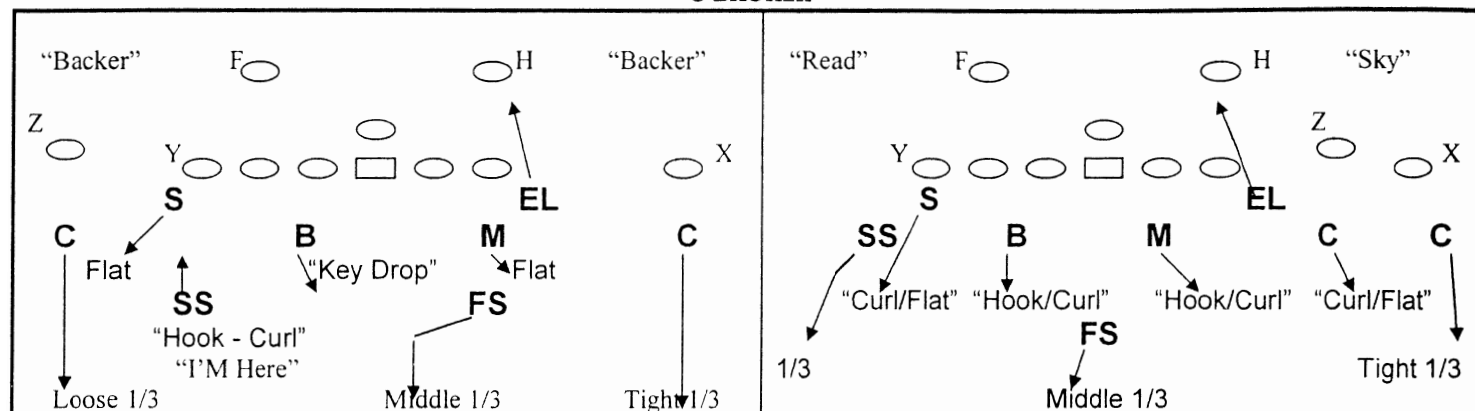
A True 3 Deep Zone With The Rotation Going To The Strength Of The Offensive Formation And The Open Outside Rusher (EL) In The Charge. Vs Two Back Pro Sets, Mac Has The Open Flat And Sam And The SS Have Flat/ Hook Respectively. Buck Always Works To The Weak Hook. (Vs. Pro Trips, SS Will Make A "Sky" Check And Play Force Flat – Sam Has "6"/ Hook. Vs. Slot Sets, Corners Will Match And Run And Play "Sky" Punch And Widen On The Slot Receiver.

Vs Z Motion Only Go To A "Read" Call If The WR Passes The Center. Do Not Go To A "Read " Call Against Search Motion

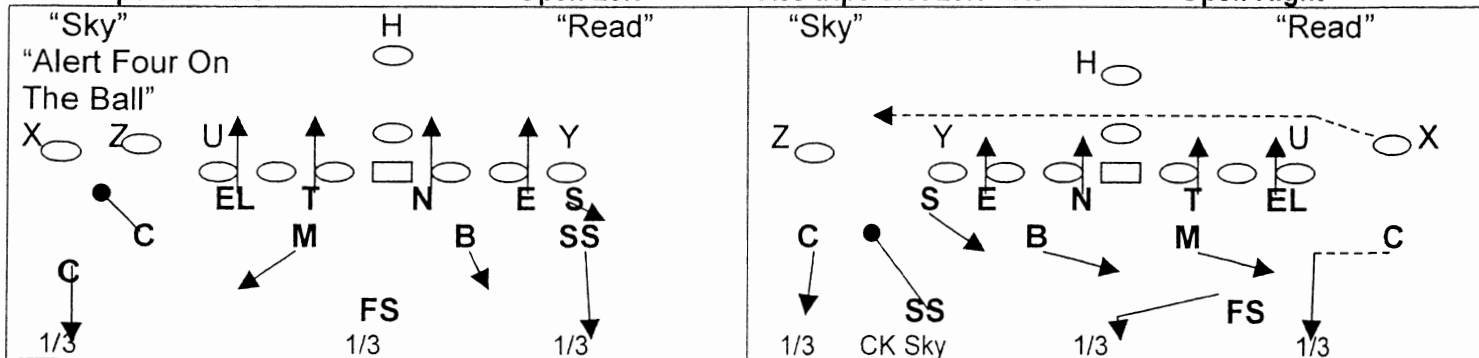
3 BACKER - Search Motion

Z Motion

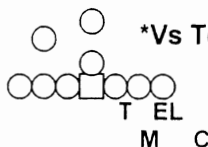


3 BACKER

Position	Alignment	Key	Run Responsibility	Pass Responsibility
Sam	9 Alignment 6 With “Read” Force	<ul style="list-style-type: none"> TE Tackle Guard Near Back 	Run To: Force Run Away: Reverse “Read” Call - 6 Technique 2 Gap Plug	Curl - Flat
Buck	Normal	<ul style="list-style-type: none"> Normal 	Normal	Weak Hook - Curl <ul style="list-style-type: none"> Key Drop
Mac	Pro = Align on #2 Slot = Align on #3	<ul style="list-style-type: none"> Through Guard To Backs 	Normal	Pro Set - Curl - Flat Slot Set - Hook - Curl <ul style="list-style-type: none"> CP - Versus Pro Set Only Drop As Wide #2 Receiver Takes You
Elephant	6 Alignment	<ul style="list-style-type: none"> TE Tackle Guard Near Back 	Run To: Plug Run Away: Pursuit	Contain Rush
Corners	Outside Or Inside X 8 - 10 Yards - If “Bail” Is Called Show A Press Look And Bail At The Snap	<ul style="list-style-type: none"> Through #2 To Ball 	Run To: Secondary Force Run Away: Arc Pass: Curl Flat Tech Vs. Slot	Deep 1/3 <ul style="list-style-type: none"> CP - Zone outside 1/3 reading route of #2. Drop Point is 3 Yards Outside Numbers
Strong Safety	Move From 2 deep disguise align to TE C6 Yards	<ul style="list-style-type: none"> Through TE To Backs 	Run To: Plug Run Away: Pursuit	Hook - Curl <ul style="list-style-type: none"> CP - Cover Hook And Read Strong Side Combination Routes Versus Slot Play Read 1/3 With Read Technique
Free Safety	Move From 2 Deep Disguise Align To Open End	<ul style="list-style-type: none"> Through Uncovered Lineman To Backs 	Run To: Fill Run Away: Fill	Middle 1/3 <ul style="list-style-type: none"> CP - Versus Slot Or Trips Be Prepared To Lean Strong

Ace Trips Slot Left**Open Left****Ace trips Slot Left – X3****Open Right**

*Vs Tens: Mac And Corner Are In “Read” Support



Cover 7 Open

Man For Man Coverage With The Free Safety Covering The Open Side Back Vs All Two Back Sets. The Elephant Is In The Charge. The Sam Linebacker Will Cover The Tight End Man For Man With Inside Help. Buck And Mac Will Adjust To The "I'm Here" Safety And Cover The Closed Side Back Off His Movement And Help The Sam On The Tight End. The Strong Safety Will Be In Center Field.

Vs. One Back Sets: The Safeties Are The Adjusters And The Backers Will Cover The Two Core Receivers.

Corners Take Odd Coverage Alignment Rules And Run With All Wide Receiver Motion. (Alert For Possible Coverage Variations Vs Slot Sets.)

Always An Open Side Rusher

Always A Bronco Force

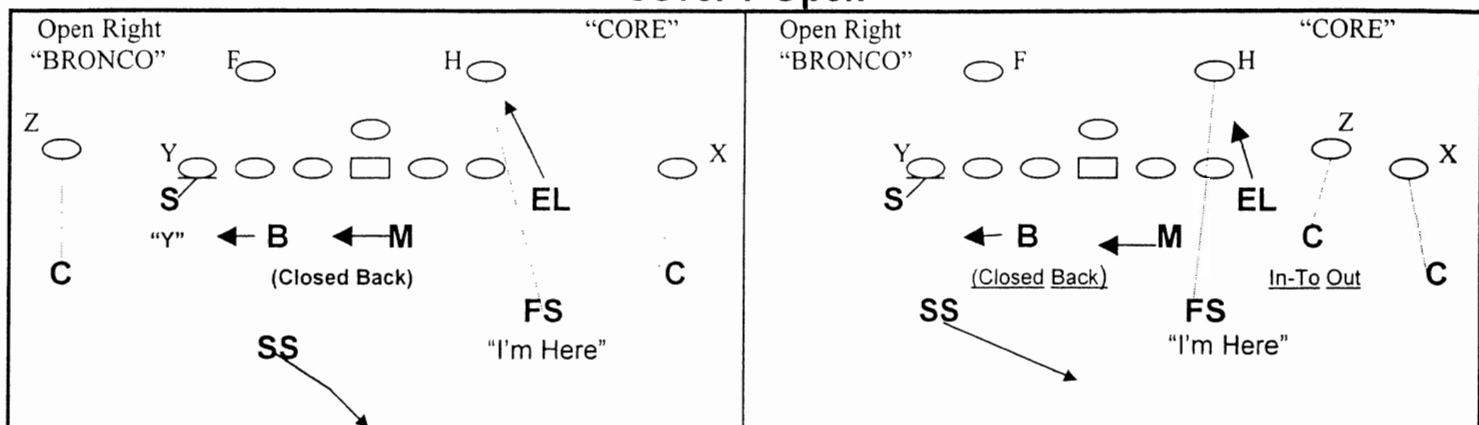
Open Side Spill Rules Are In Effect

Ace 2x2, "Special" Force To The Open Side

***Coaching Point: Alert For Y Flex Or Y Off Y Motion**

**** Unless By Game Plan, There Will Not Be Scissors Call Vs Slot Sets. The Slot Corner Will Play In-To-Out Technique**

Cover 7 Open



Position	Alignment	Key	Run Responsibility	Pass Responsibility
Closed Outside Backer	9 Alignment	<ul style="list-style-type: none"> Tight End Tackle Guard Near Back 	Force	Cover Tight End With Inside Help
Buck And Mac	Align By Front	Closed Back	By Front	Cover Closed Side Back And Help On Tight End Off Back's Release
Open Side Rusher	7 Alignment	<ul style="list-style-type: none"> Near Back Tackle 	Run To: Force Run Away: Reverse	Contain Pass Rush
Corners	Odd Rules Match WR	<ul style="list-style-type: none"> Coverage 	Secondary	Man To Man Wide Receivers
Strong Safety	Disguise Cover Two	<ul style="list-style-type: none"> Tight End Uncovered Lineman 	Fill	Center Field Check Tight End
Free Safety	Rock Late To "Up" Spot	Coverage To Flow	Run To: Fit With Mac Run Away: Slow Fill – You Have Cut Back.	Cover Open Back Man To Man Help Is Inside

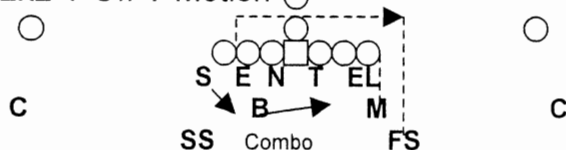
** Vs 1 Back Sets: Safeties Adjust To Cover And Free Middle

**** 2 Back – Y Off – Y Motion – FS Takes Y Motion, SS Free Middle, Backers Play 3 On 2 Backs

**** Y Flex – SS Cover Y. FS Free Middle. Backers Play 3 On 2 (Switch Call)

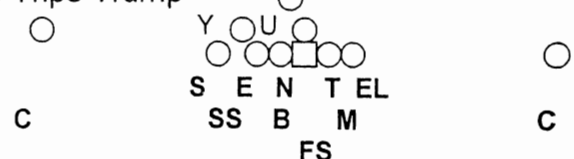
Press (Choke) Call Puts Slot Corners Into True Bump And Run (In To Out)

Ace 2x2 Y Off Y Motion



FS Will Take The Motion, Mac Will Take The Down TE (Get In A 90), Sam & Buck Combo

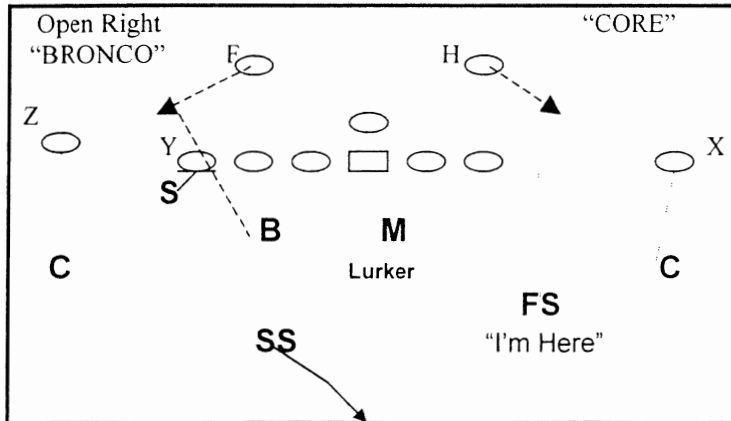
Ace Trips Trump



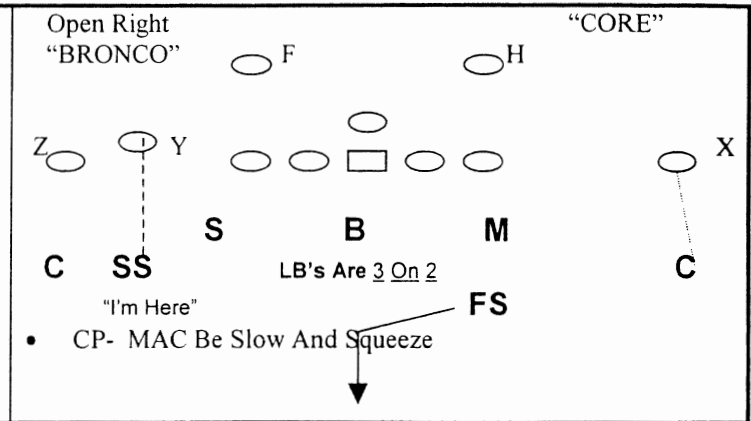
Vs Trump Look The SS Will Have The "D" Gap TE (U), SAM Will Have The Down TE (Y). If U Goes In Motion The Safeties Will Adjust

Cover 7 Open

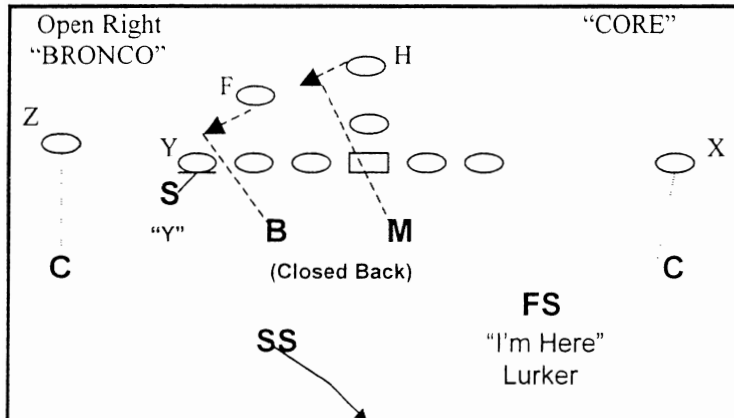
BASIC DISTRIBUTION



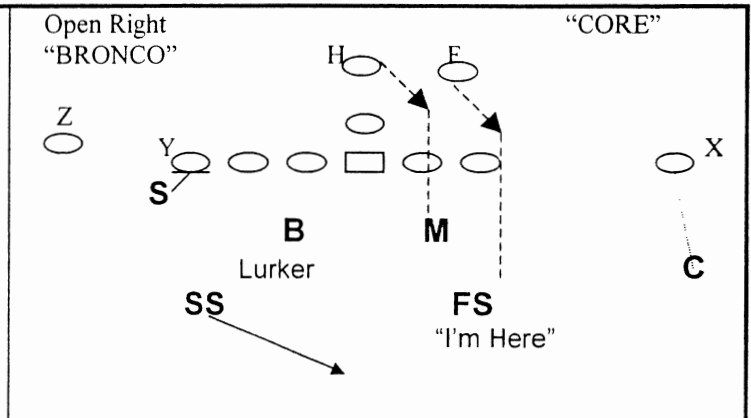
SWITCH CALL



FLOW



FLOOD

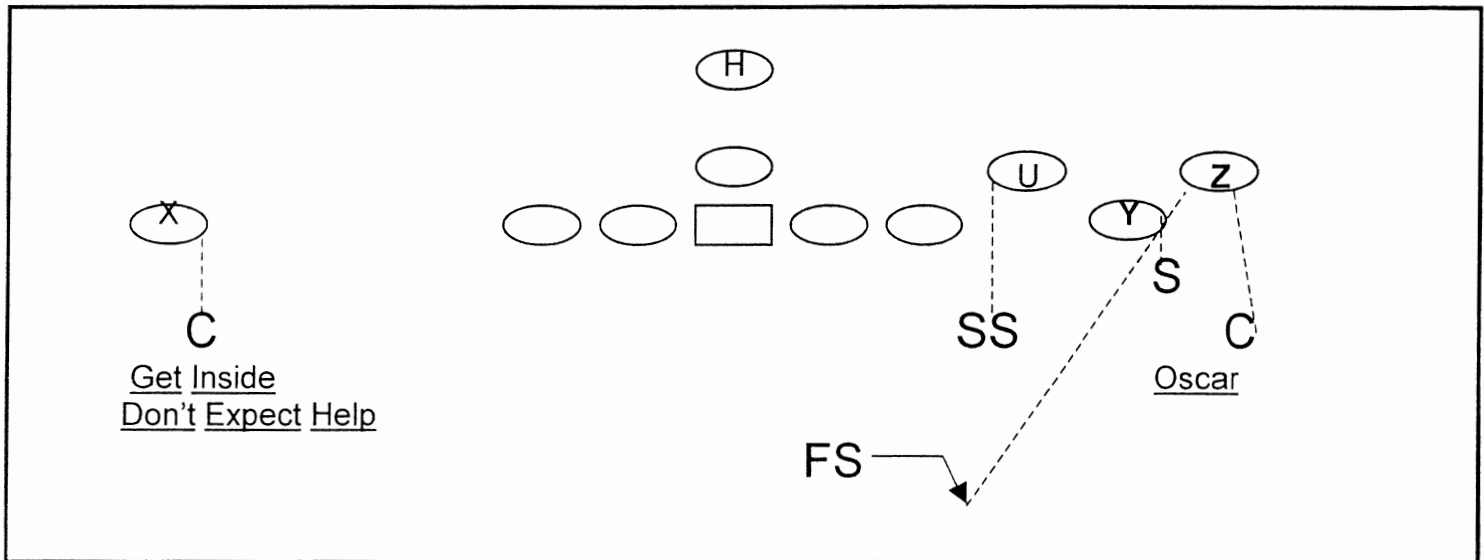


Oscar Check Vs Any Man Coverage

- A Sambo (In And Out) Concept In Any Of Our Man Coverage Calls Between The Free Safety And The Corner Covering #1 To the Side Of The Bunch
- This Adjustment Will Allow A Fast Force Vs Toss Crack
- The Oscar Will Come Off Vs U Motion To 2x2, And Will Go Back On Vs Yo-Yo Motion Back To Trips
- Oscar Corner Over Run The Yo-Yo Motion

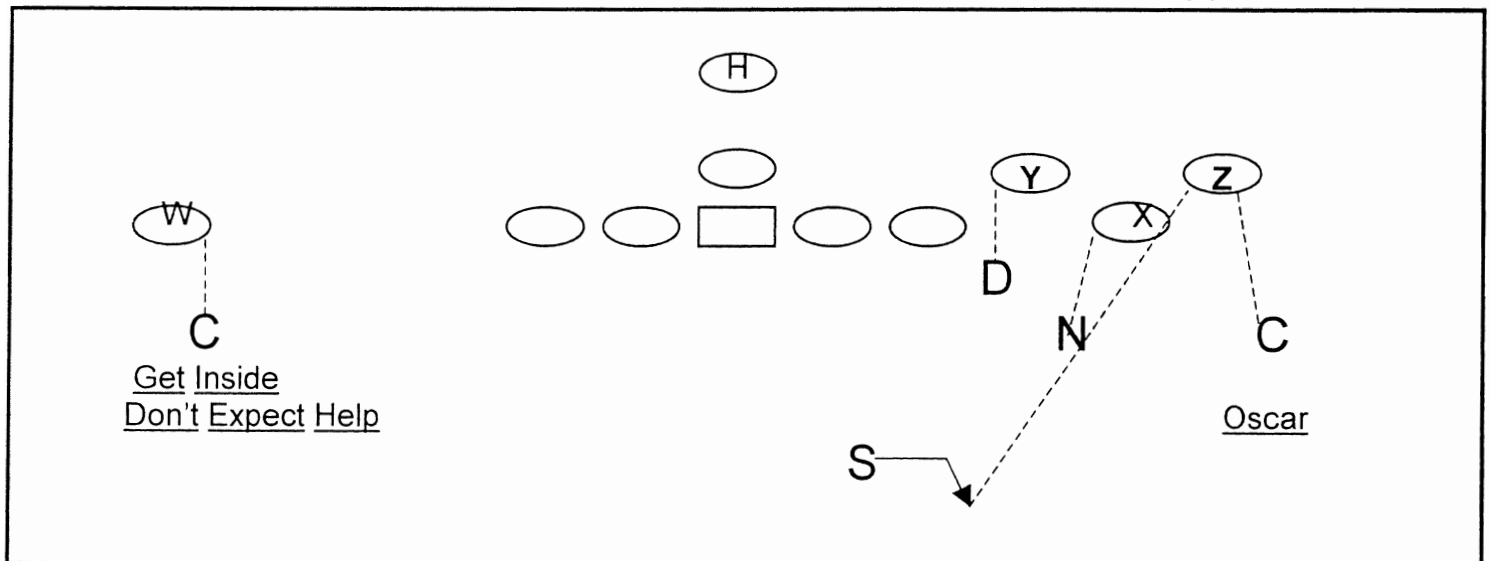
ACE TRIPS TRUMP BUNCH

7 OPEN



KINGS TRIPS BUNCH

51



DOG RUSH 1

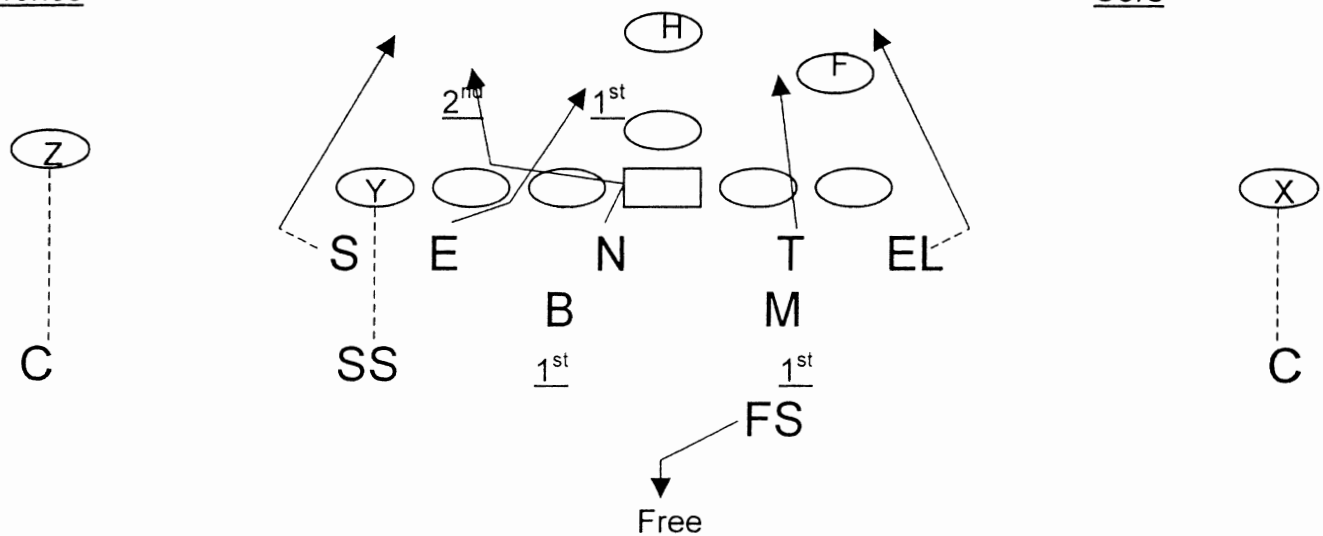
DOG RUSH 1 IS A MAN - TO MAN COVERAGE WITH BOTH THE SAM & ELEPHANT RUSHING (5 MAN RUSH).

CORNERS -	Align on "X" and "Z" versus regular and ace personnel (2WR). Corners will always run and cover any motion by a wide receiver. They will align left and right versus any other offensive personnel.
SAM & - ELEPHANT	Bronco/ Core force versus run, contain rush versus pass. Move late to rush position.
BUCK -	Align to Tight End and cover closed side back versus any 2 back set. Versus any 1 Back set, cover Tight End Man - to - Man. (Alert for R.O.C.)
MAC -	Align to the open side and cover the open side back versus any 2 Back set. Versus 1 Back sets, cover the remaining back. (Alert R.O.C.)
STRONG SAFETY -	Align to the Tight End versus regular and Ace personnel (2 WR). Align opposite the slot versus slot formations. Versus all other personnel, align strong. Versus any 1 Back set or motion to 1 back sets, adjust with the Free Safety to cover the displaced back and center field.
FREE SAFETY -	Always free in the post area versus any 2 back set. Adjust with strong safety to cover all displaced backs in 1 back sets.
** Coaching Point ** -	CENTERFIELD SAFETY CHECK CLOSED SIDE IN 1 BACK SETS

- FAR | LEFT**

OPEN RIGHT

Core

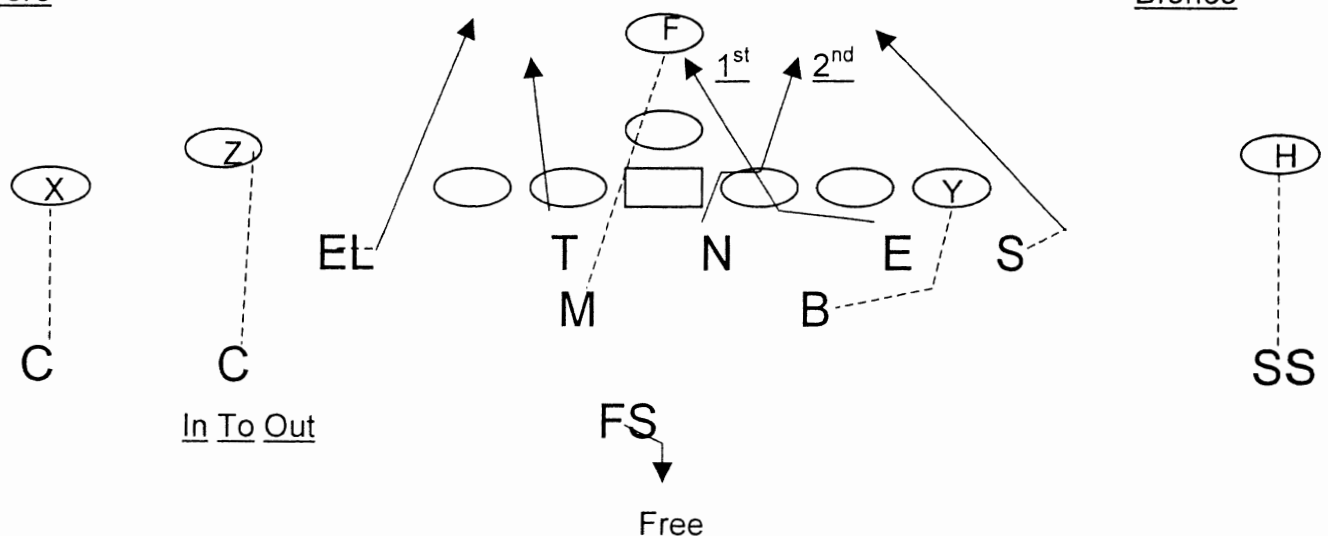


TWIN SLOT LEFT

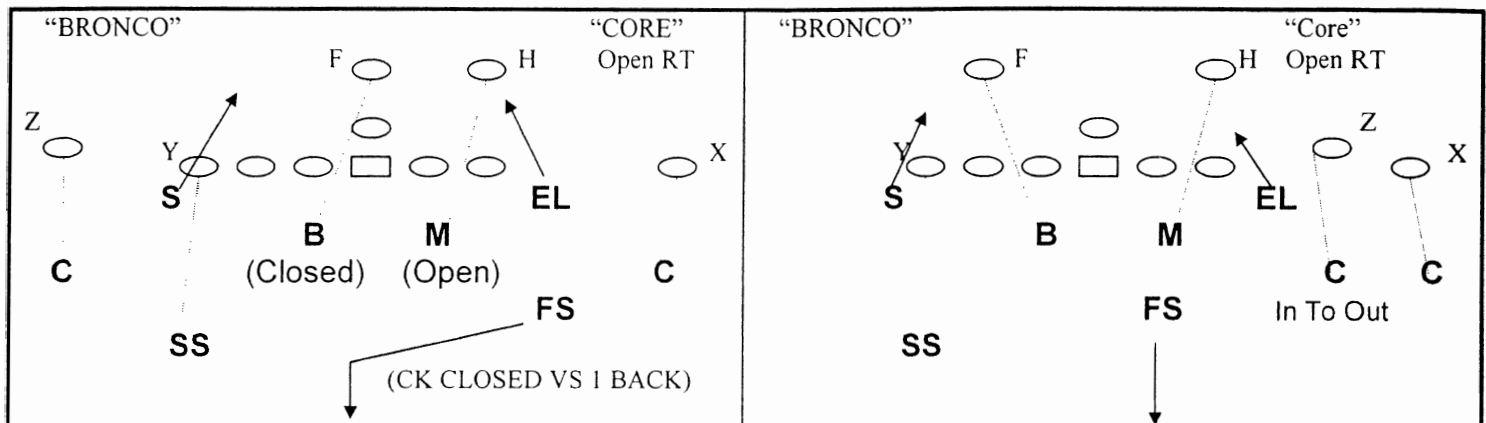
Core

OPEN LEFT

Bronco



DOG RUSH 1

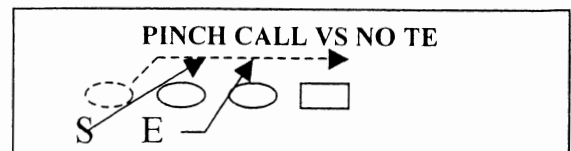
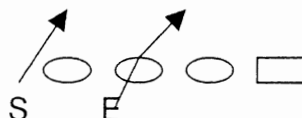


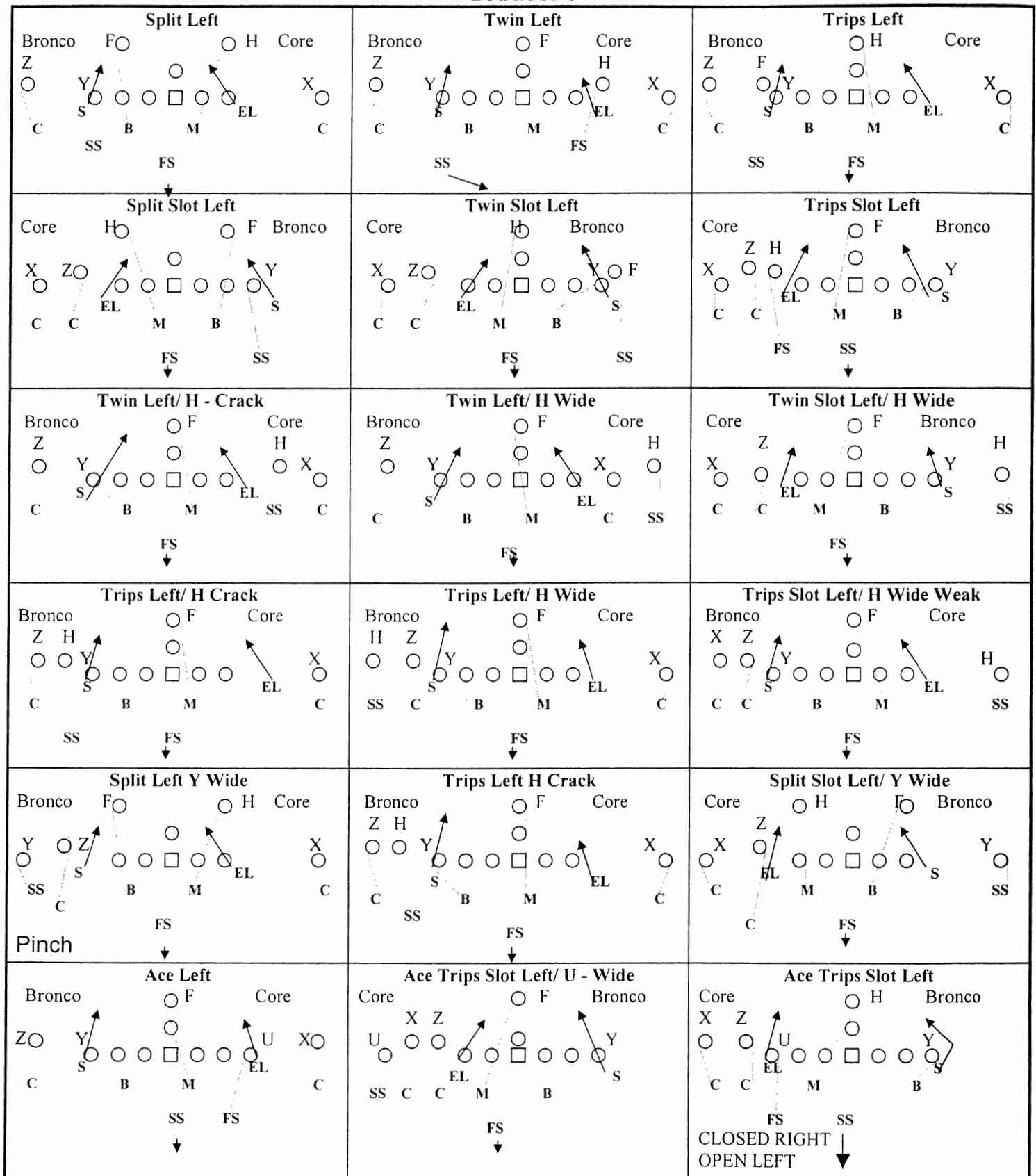
Position	Alignment	Key	Run Responsibility	Pass Responsibility
Sam & Elephant	Move To Rush Position	<ul style="list-style-type: none"> Through Lineman To Backs 	Run To: Force/ Squeeze Run Away: Reverse Squeeze Run/ Contain Pass	<ul style="list-style-type: none"> CONTAIN RUSH
Buck	Align By Responsibility	Through Lineman To Backs (Coverage)	Bird Or Scrape By Front	<ul style="list-style-type: none"> 2 Backs: Cover Closed Side Back 1 Back: Cover Tight End CP - Inside Man Technique Hug Rush CP - Post Help
MAC	Align By Responsibility	Through Lineman To Backs (Coverage)	Bird Or Scrape By Front Mac Adjust vs Empty	<ul style="list-style-type: none"> 2 Backs: Cover Open Side Back 1 Back: Cover Remaining Back CP - Inside Man Technique CP - Post Help CP - Flow Rule
Corners	Press Or Off Man - For Man	<ul style="list-style-type: none"> Read 3 Step 	Run To: Secondary Force Run Away: Arc (Alert Replace)	COVER WR MAN TO MAN TECHNIQUE OFF SPLIT <ul style="list-style-type: none"> CP - Press Vs. Slot - Inside To Outside Technique
Strong Safety	7 X 2 Yards Off Man - For - Man	<ul style="list-style-type: none"> Tight End To Backs 	Run To: Plug Run Away: Flow	2 Backs: Tight End 1 Back: Adjust/ Rock To Cover With FS
Free Safety	Weak Guard Tackle Gap By 12 Yards	Through Uncovered Lineman To Back	Run To: Fill Run Away: Fill	Cover Deep Middle Check Closed Side Vs. 1 Back Sets Adjust Rock To Cover With SS

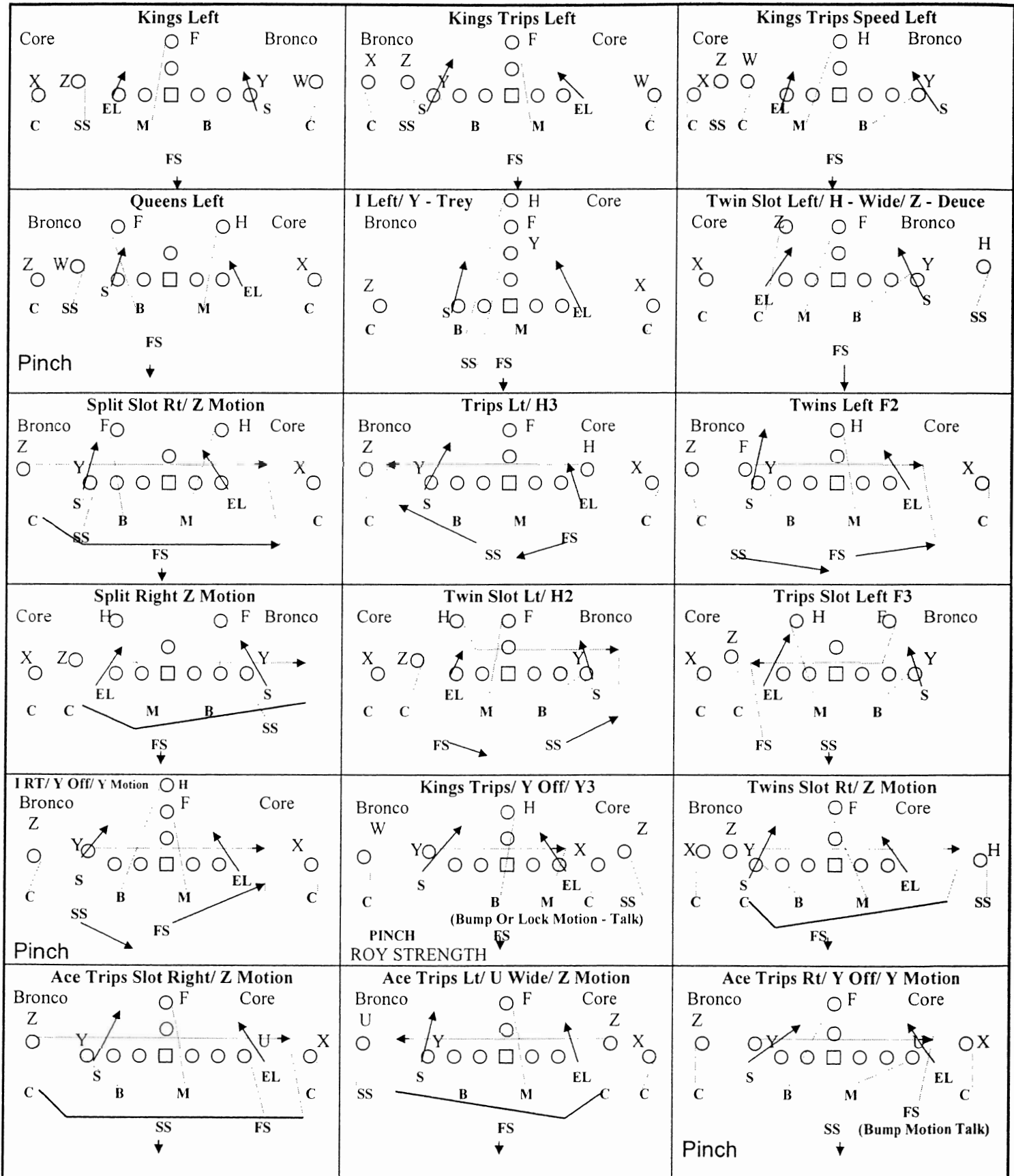
** Mac Adjust Vs Empty **

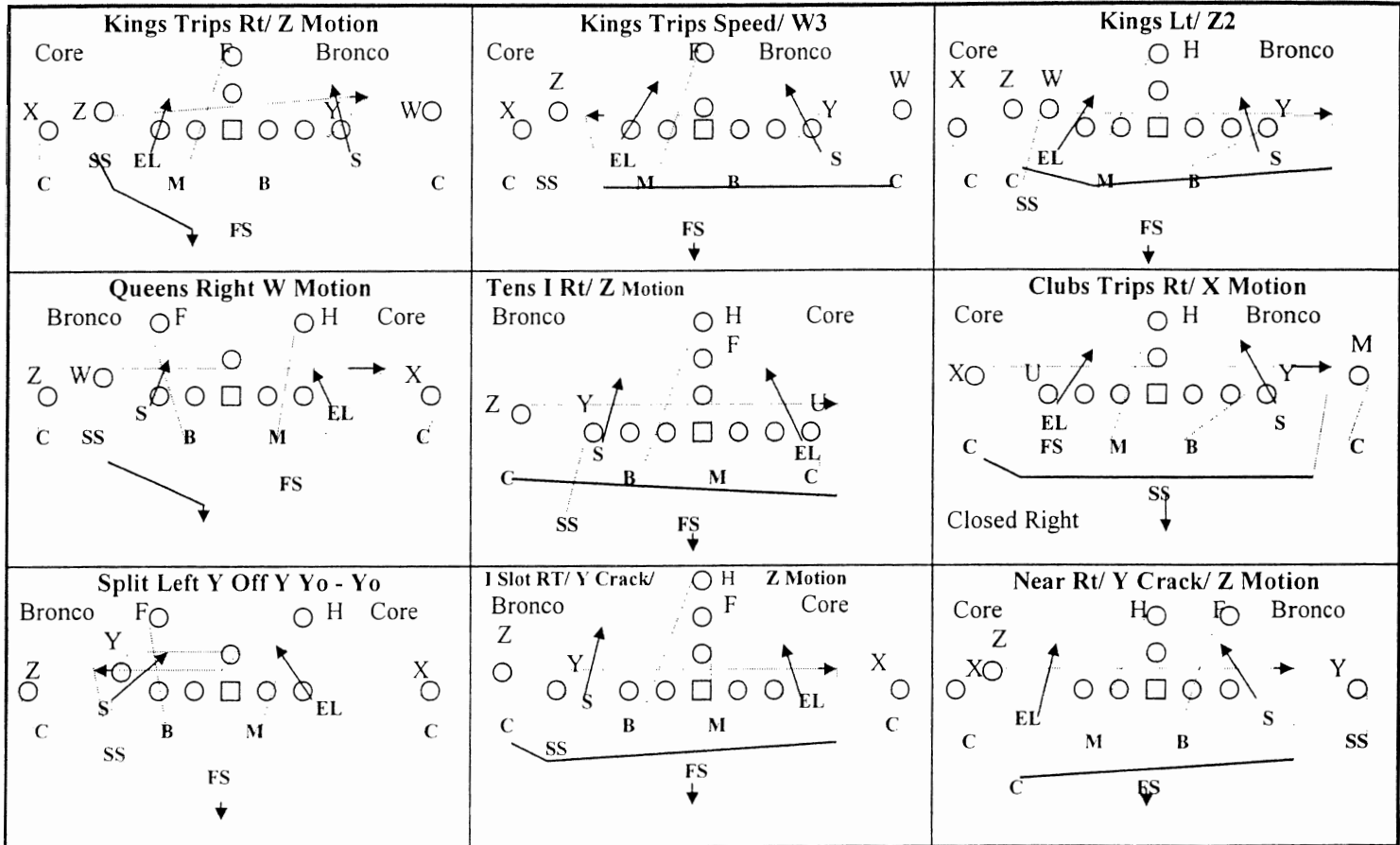
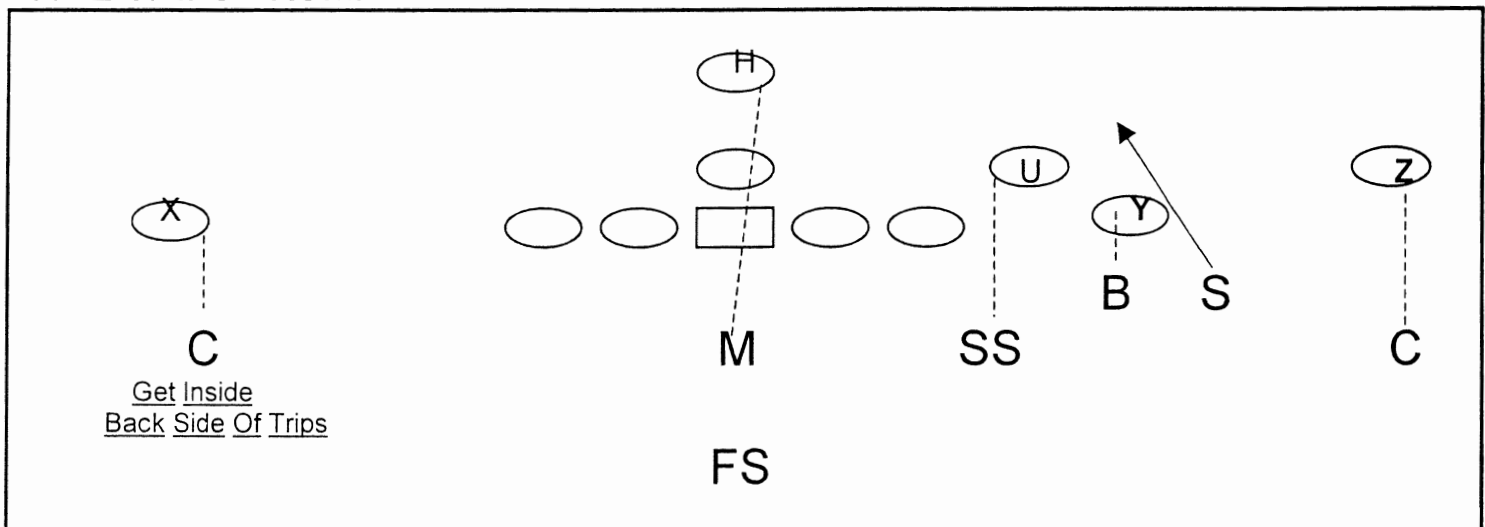
*** Coaching Point *** - End If Pass Shows Come Underneath. So You Don't Pick The Sam

**** Pinch Call Vs No TE ****



DOG RUSH 1

DOG RUSH 1

DOG RUSH 1**ACE TRIPS TRUMP****DOG RUSH 1**

Fire Zone Coverage Rules

FIRE ZONE -	5 MAN RUSH/ 3 UNDER/ 3 DEEP
3 UNDER -	SEAM/ 3 RECEIVER HOOK/ SEAM
“SEAM TECHNIQUE” -	COLLISION FROM OUTSIDE - IN CARRY ANY SEAM ROUTE UPFIELD UNTIL RECEIVER ATTEMPTS TO CROSS YOUR FACE FROM INSIDE - OUT (Exception: Slash Release) ALWAYS COME OFF ON #3 RECEIVER CROSSING YOUR FACE TO FLAT
“3 RECEIVER HOOK” -	HOOK PLAYER WORKS TO SIDE OF 3RD RELEASER INTO PATTERN. ZONE OFF 3 INSIDE RECEIVERS WITH SEAM PLAYERS. 10 YARD DEPTH RULE
CORNERS -	DEEP 1/3 BUT NO 2 TO 1 READ ENABLES CORNERS TO GET TIGHTER ON #1 RECEIVERS (Alert Stack Or Slash Release) SEAM PLAYERS WILL CARRY SEAMS TO FREE SAFETY NO CHINA CALL IN FIRE ZONES

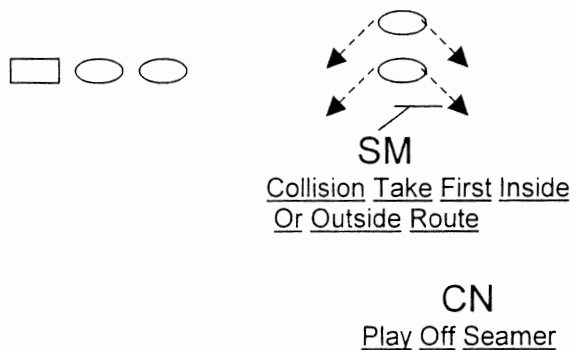
*** COMMUNICATE SPLITS. BE ALERT FOR THE FAST CROSSERS THREE RECEIVER HOOK WILL DELIVER FAST CROSSERS TO NEXT DEFENDER (YOU MAY TAKE THE CROSSER ALL THE WAY). 3 RECEIVER HOOK PLAYER WILL NEVER STRETCH THE VERTICAL ROUTES.

*** SPECIAL COVERAGE TECHNIQUE FOR SLOT CORNER ROUTES ALERT FOR TRIPS SLOT - SLOT RECEIVER ON A CORNER ROUTE

FIRE ZONE FORCE RULES

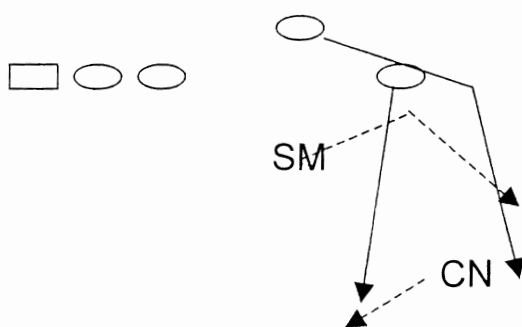
FIRE ZONES ARE ALWAYS BACKER FORCE
SEAM PLAYERS ARE ALWAYS “SQUEEZE” VS RUN

Releases Vs Fire Zone



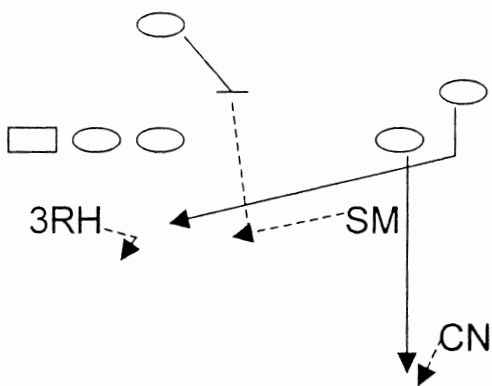
Stack Release

- Seam Technique Off #2 Receiver. We Declare The Receiver Off The Ball To Be The Slot Receiver, But Read The Release Of The "Stack". Be Aggressive And Decisive In Your Coverage. Use "Jam" Technique If Possible. If You Are On An Inside Route, Employ Your Seam Coverage Rules To The Next Crossing Route You Meet.
- Corner - Deepen Alignment And Read The Seam Player's Execution. Match The Player Coming Out Of The Stack That Is Free. Corner Is The Fail Safe



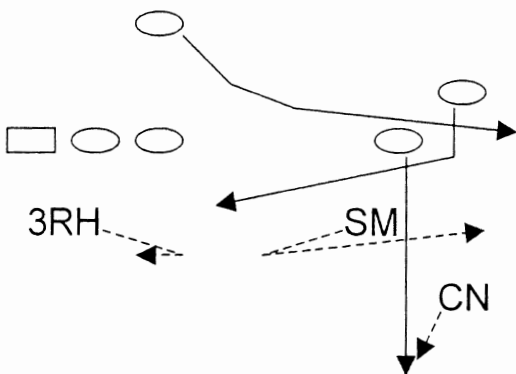
Switch Release

- Seam Player Has The First Guy That Crosses His Face
- Same Match As "Quarters" Coverage
- Vs "Wild" Or "Dog The Slot", Slot Corner Would Match The New #2. This Gives Us Two Ways To Play The "Switch" Release



Slash Release

- The Outside Receiver Must Make A Fast Release Under #2
- Seam Player Carry And Deliver To The 3 Rec. Hook Player. Do Not Go Past #2 (Levels)
- Alert To The Split Of #1 For Possible Slash Release
- Alert To "Z" Motion In To "Slash" Or "Stack" Release

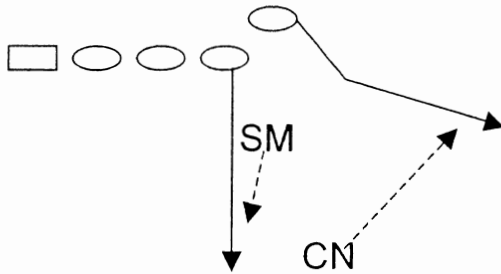


Slash/ Flat Combination

- Seam Player Carry And Deliver To The 3 Rec. Hook Player With Vision Inside. Take Any Route That Crosses Your Face At Your Level

Releases Vs Fire Zone

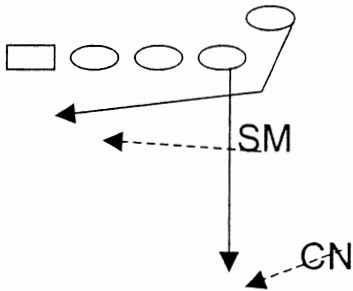
Back Side Of Ace Slot



Press Out

- Seam Player Has #2 Vertical Until Something Crosses His Face At His Level
- The Corner Is On #1
- Same Match As "Quarters" Coverage

Back Side Of Ace Slot



Slash From A Pair

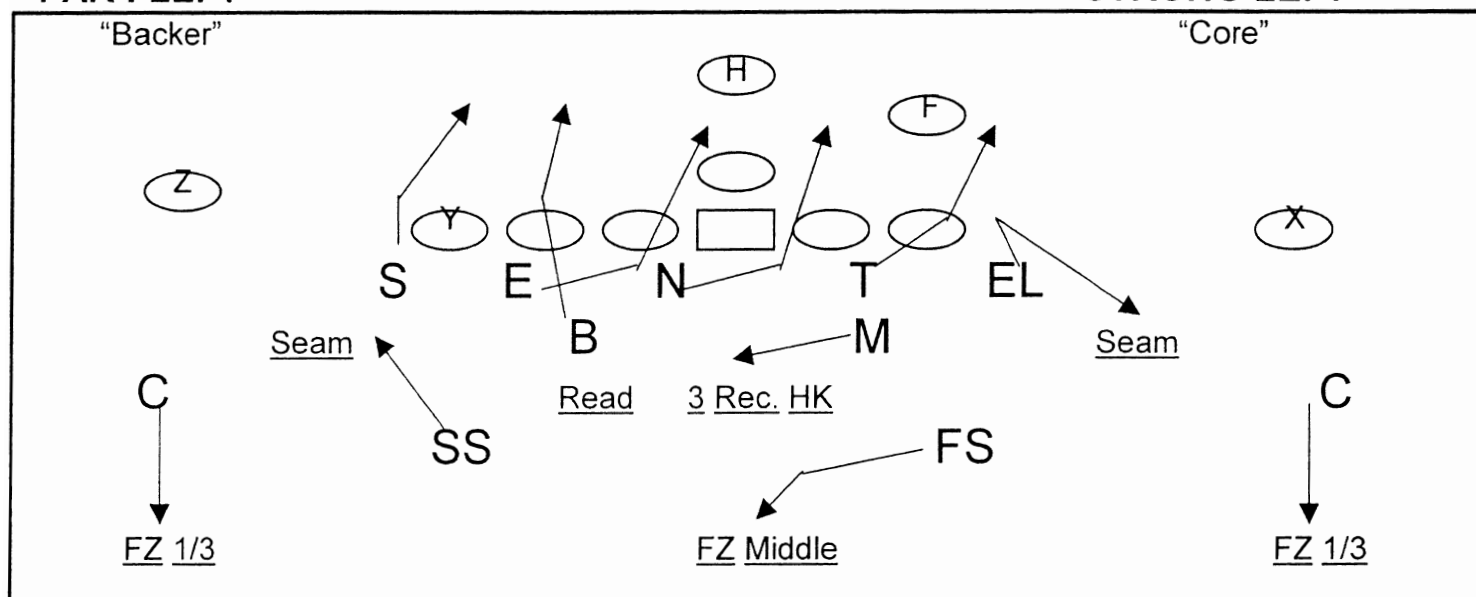
- Seam Player Will Carry And Deliver The New #2 Until Something Crosses His Face At His Level
- The Corner Is On The New #1

Strong Scrape Fire Zone

- Strong Call To The Strength To Set The Front ("Strong Left"/ "Strong Right"). No Motion Adjustments. Once The Defense Is Set Play It
- Sam Blitz Contain
- End Jet To The Strong "A" Gap
- Nose Jet To The Weak "A" Gap
- Tackle Jet To Contain
- Mac Is The 3 Receiver Hook Player
- Buck Scrape Blitz The Strong "B" Gap.
- Elephant Play Seam. Vs Ace 2x2 Play Seam. Vs #2 Removed The Mac Will Give You A "Hook" Call. The Hook Call Will Make You The 3 Receiver Hook Player
- Secondary Invert To The Strength Of The Formation. Strong Safety Play Seam. Corners And Free Safety Have Fire Zone 1/3's

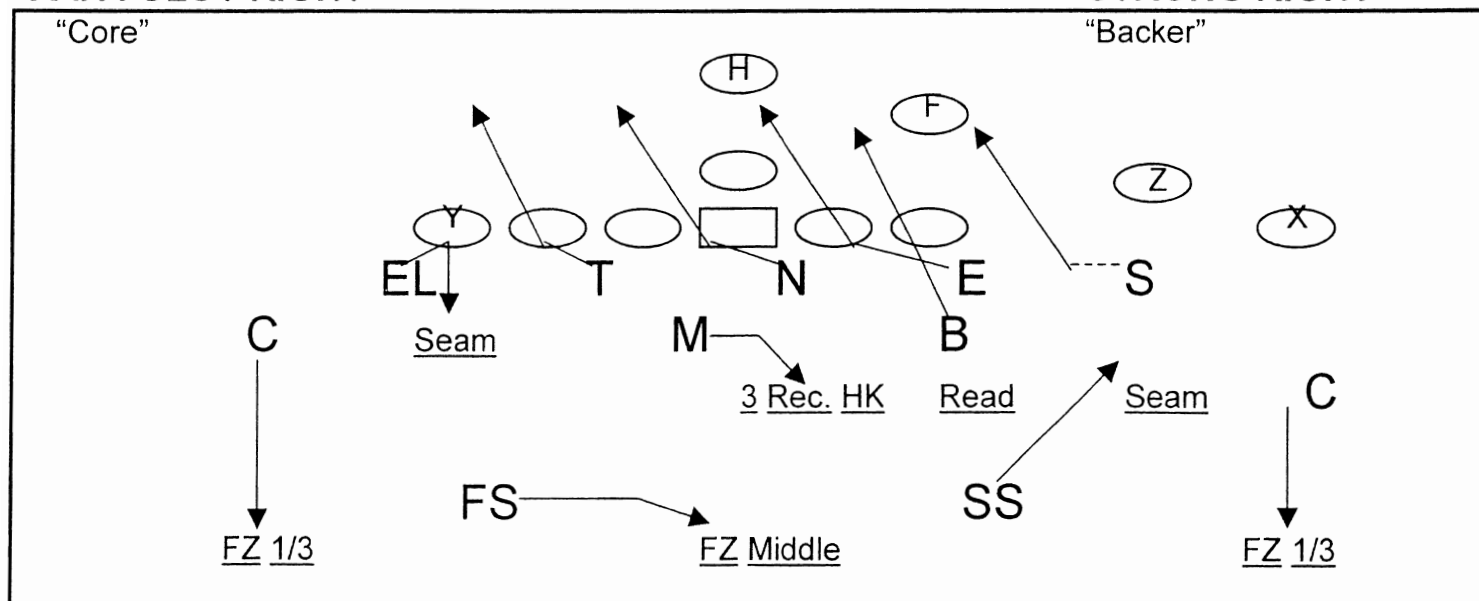
FAR I LEFT

STRONG LEFT



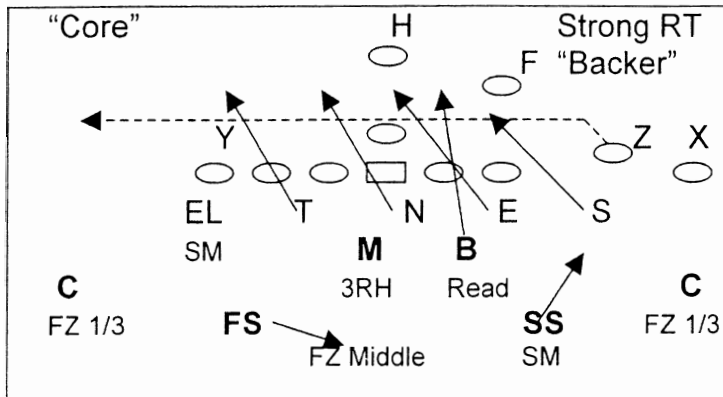
FAR I SLOT RIGHT

STRONG RIGHT

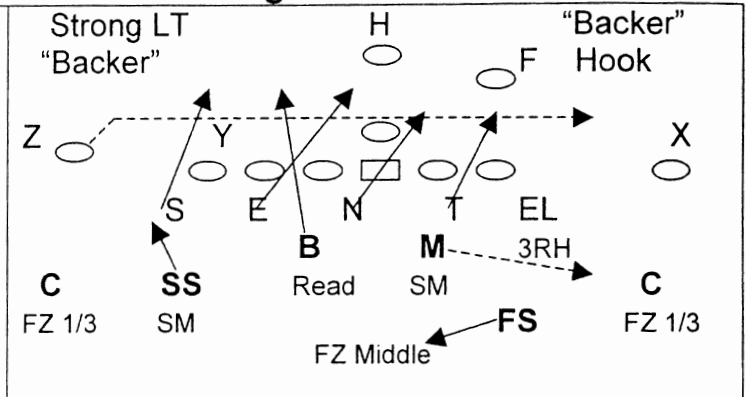


STRONG SCRAPE FIRE ZONE

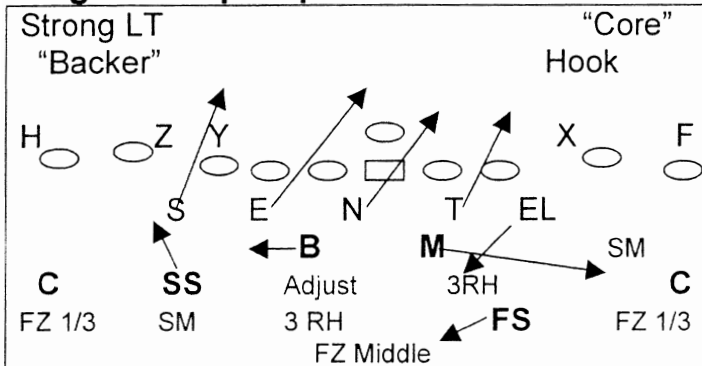
Far I Left Z Motion



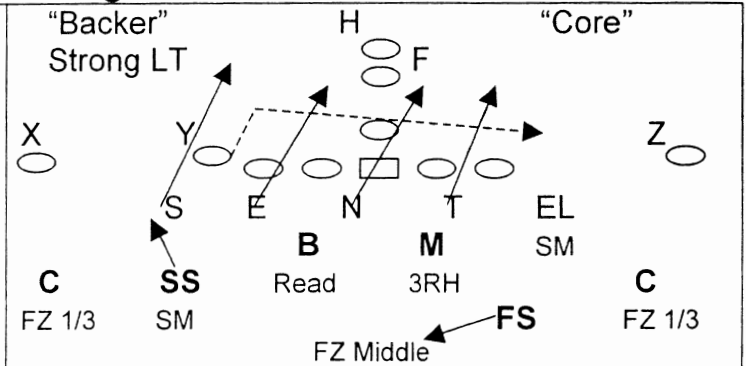
Far I Slot Right Z Motion



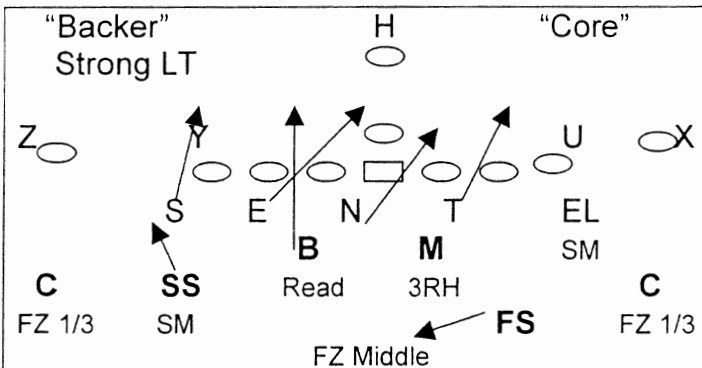
Regular Trips Spread Left



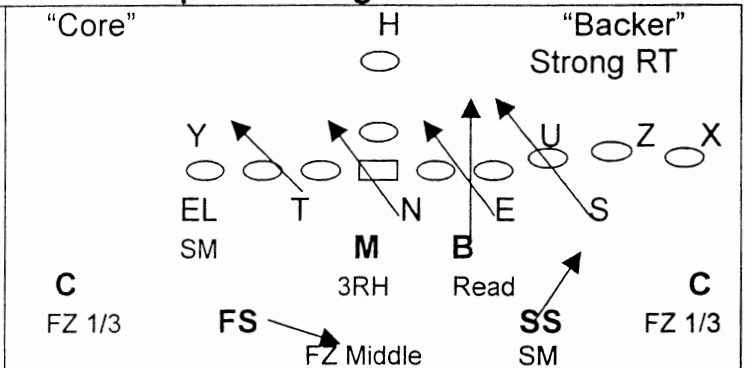
Regular I RT Y-Off Y Motion



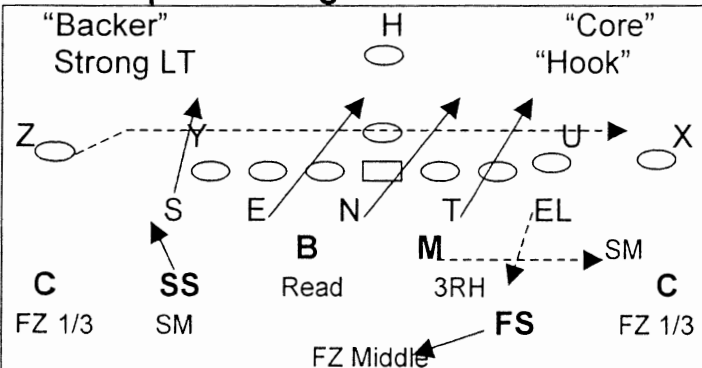
Ace Left



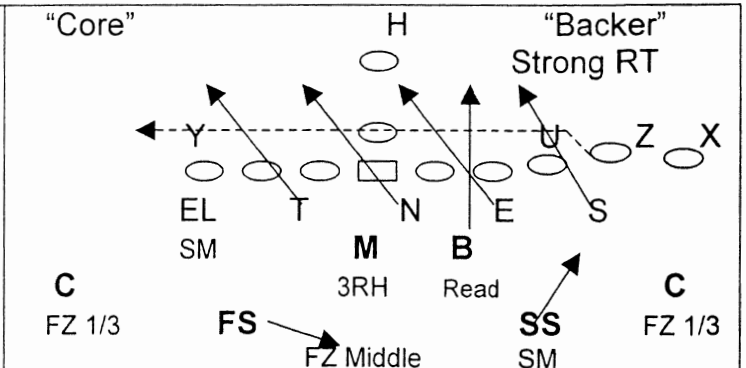
Ace Trips Slot Right



Ace Trips Slot Right Z Motion

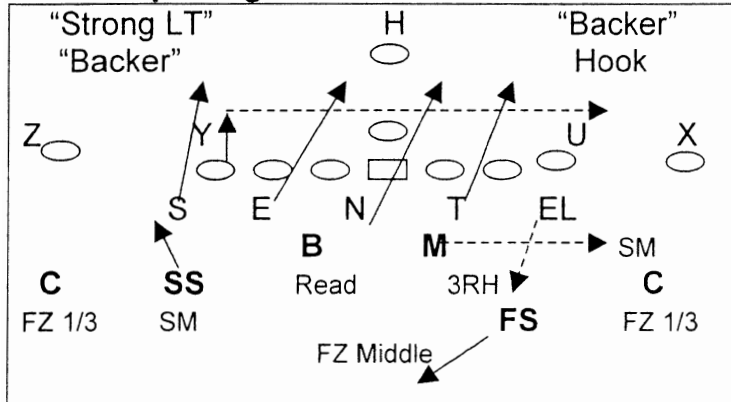


Ace Left Z Motion

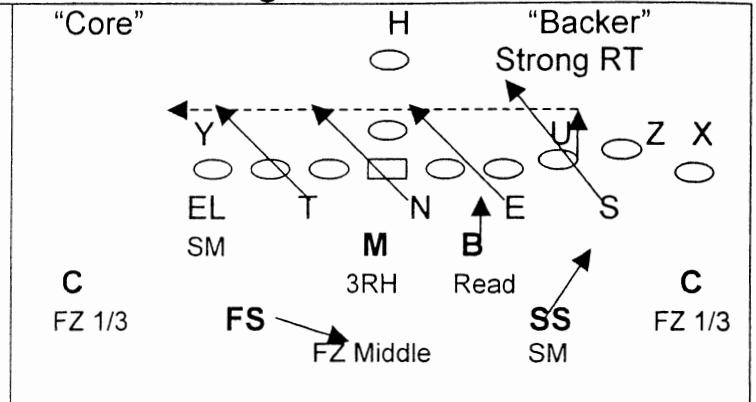


STRONG SCRAPE FIRE ZONE

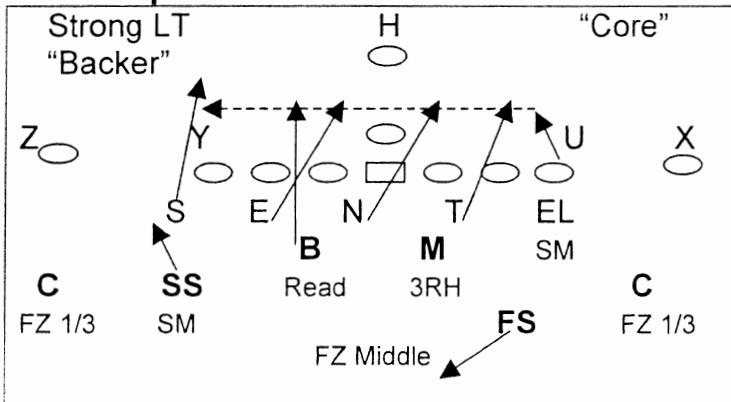
Ace Trips Right Y Off Y Motion



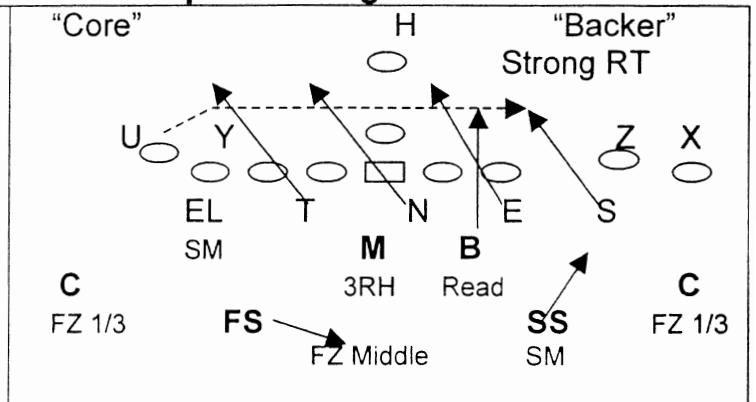
Ace Slot Right U Off U2



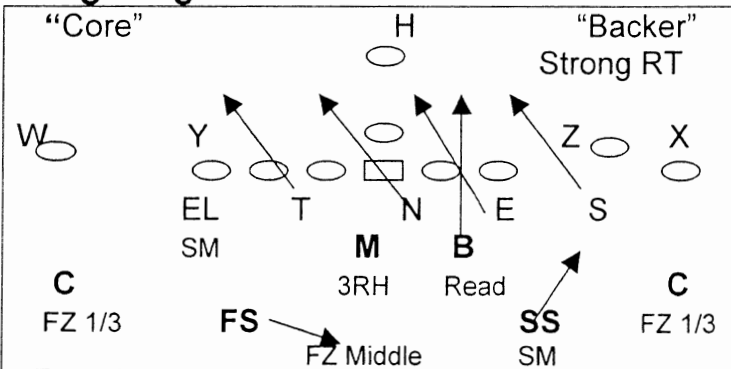
Ace Trips Left U Off U3



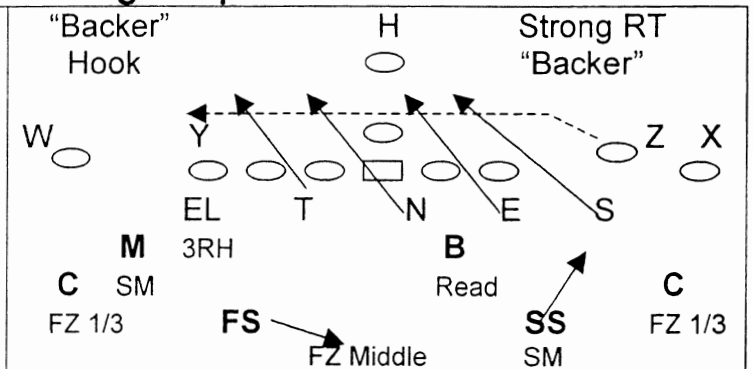
Ace Trips Slot Right U3



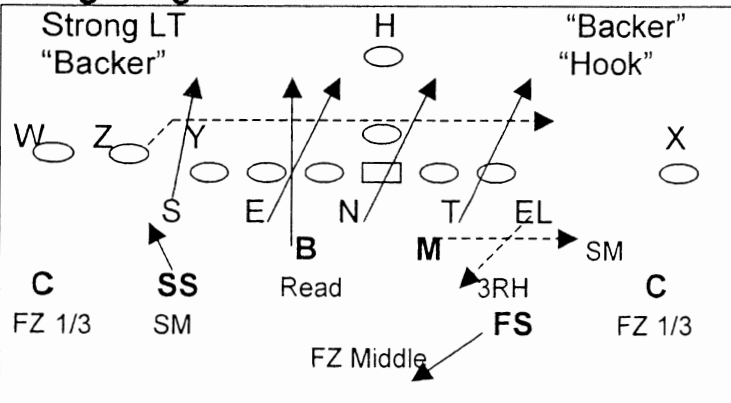
Kings Right



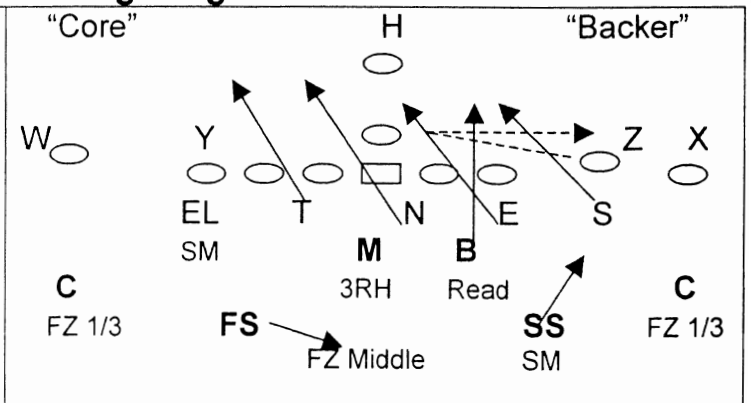
Kings Trips Left Z Motion



Kings Right Z Motion

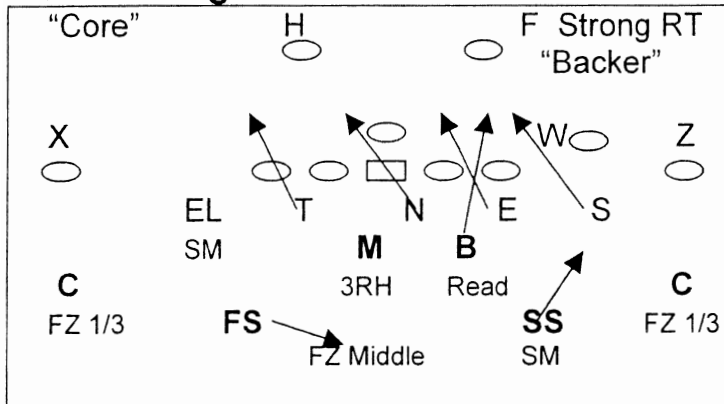


Kings Right Z Yo-Yo

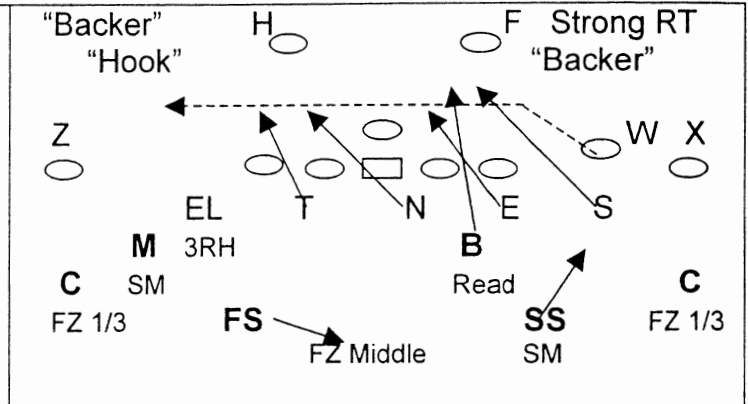


STRONG SCRAPE FIRE ZONE

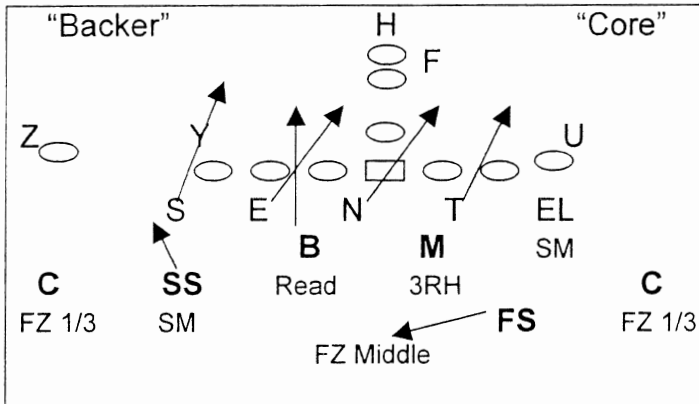
Queens Right



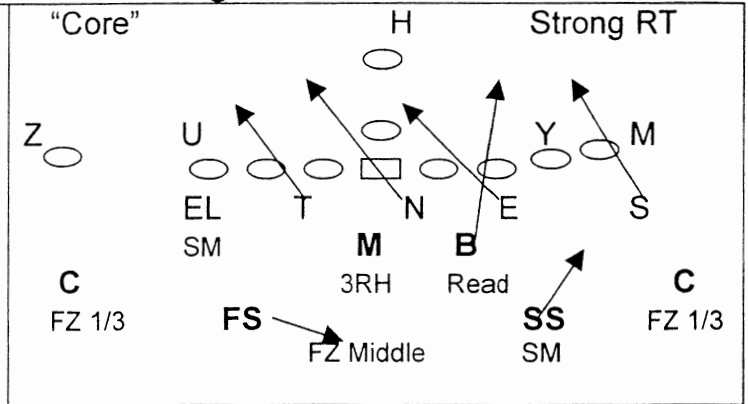
Queens Left W Motion



Tens I Left



Clubs Right

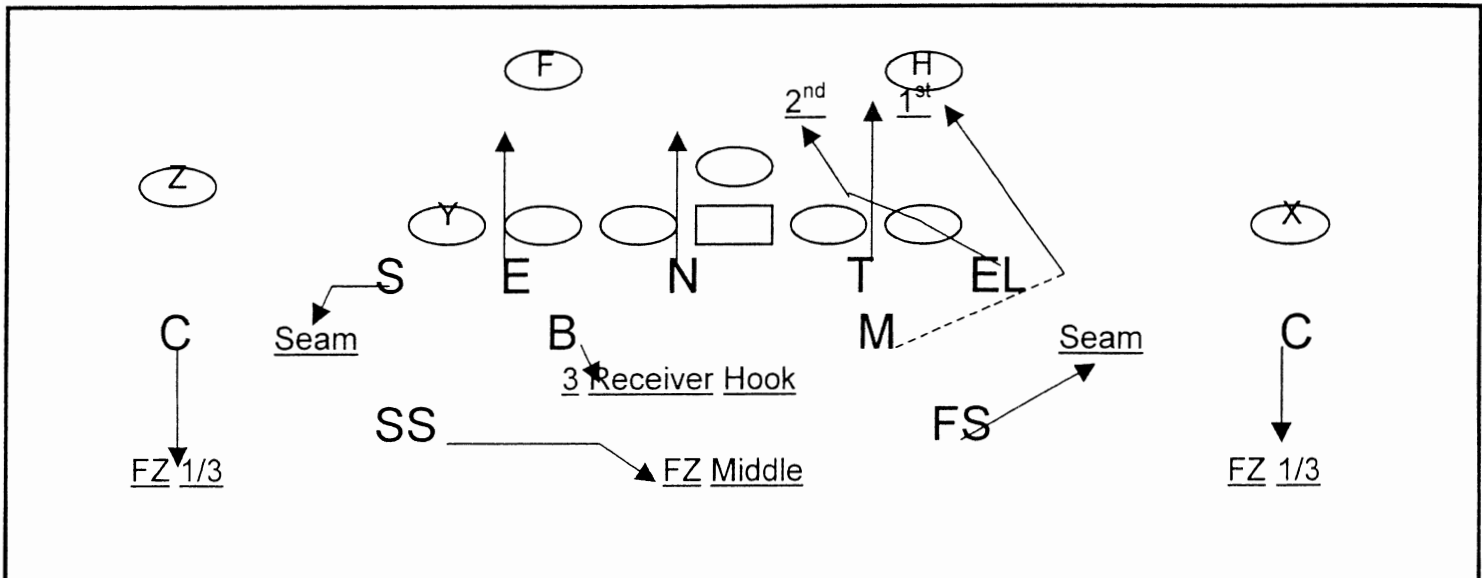


Wide Open Fire Zone

- Open Call To Set The Front And Pressure (Black Board)
- Wide End – Jet To Contain
- Nose – Gap Technique
- Mac – Rock Outside And Blitz
- Tackle – Jet The “B” Gap.
- Elephant & Tackle Run A Tex Game. Find The Open Pass Lane
- Sam – Always Seam On #2. Align On #2 Closed
- Buck – “B” Gap To Flow. Always 3 Receiver Hook
- Secondary: Invert Open. Invert Safety Is Always Seam

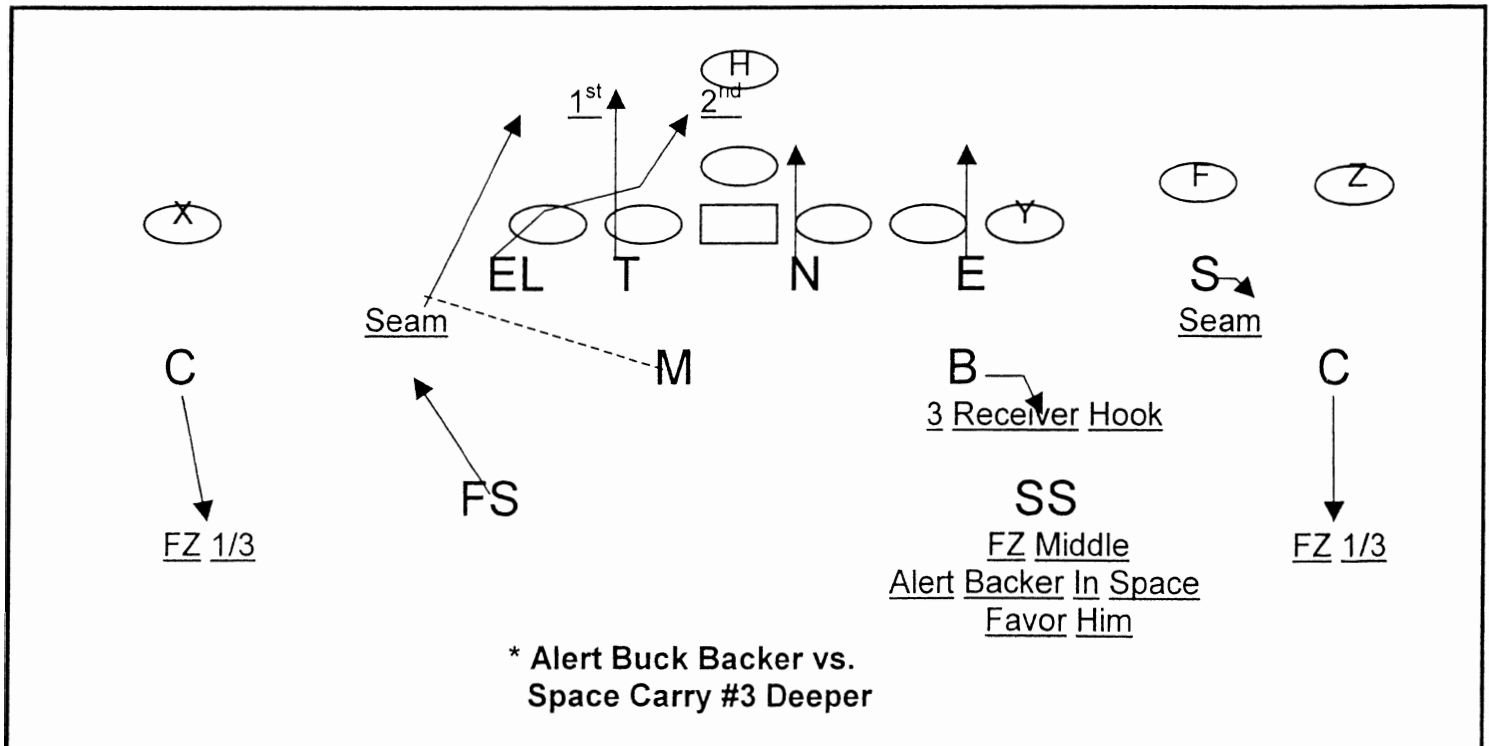
SPLIT LEFT

OPEN RIGHT



TRIPS RIGHT

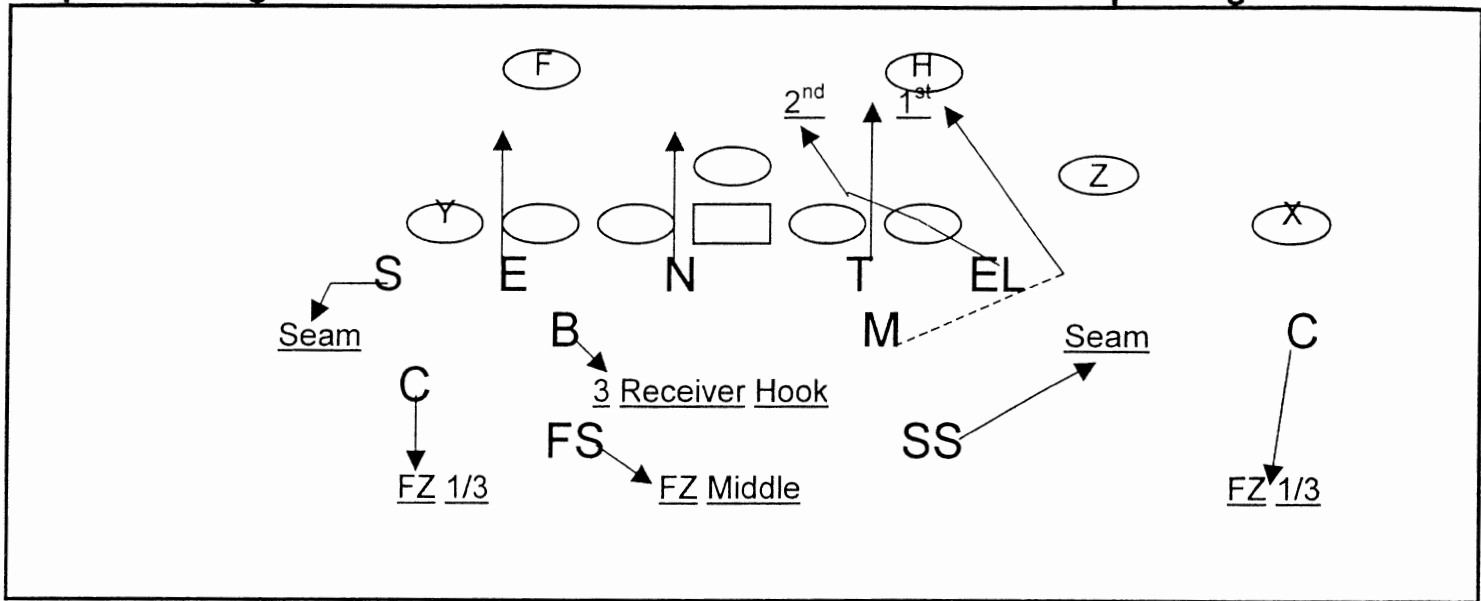
OPEN LEFT



Wide Open Fire Zone

Split Slot Right

Open Right



2002 CINCINNATI BENGALS NOTE BOOK INSTALLATION #2

Fronts	PAGE #
Stack	1
Games Out Of Stack	3
Swing	4

Coverages	PAGE #
Wide Freeze 23	5
Stack 2	6
Stack 1Y	10
Stack 3 Closed	13

Disguise	PAGE #
Bluff & Show	18

Fire Zones	PAGE #
Stack Frisco Fire Zone	19
Stack Torpedo Fire Zone	23
Strong Storm 2Z	27

Man Pressure	PAGE #
Wide Open Bear 1 (Tex)	31
Wide Freeze Open Bear 1	35

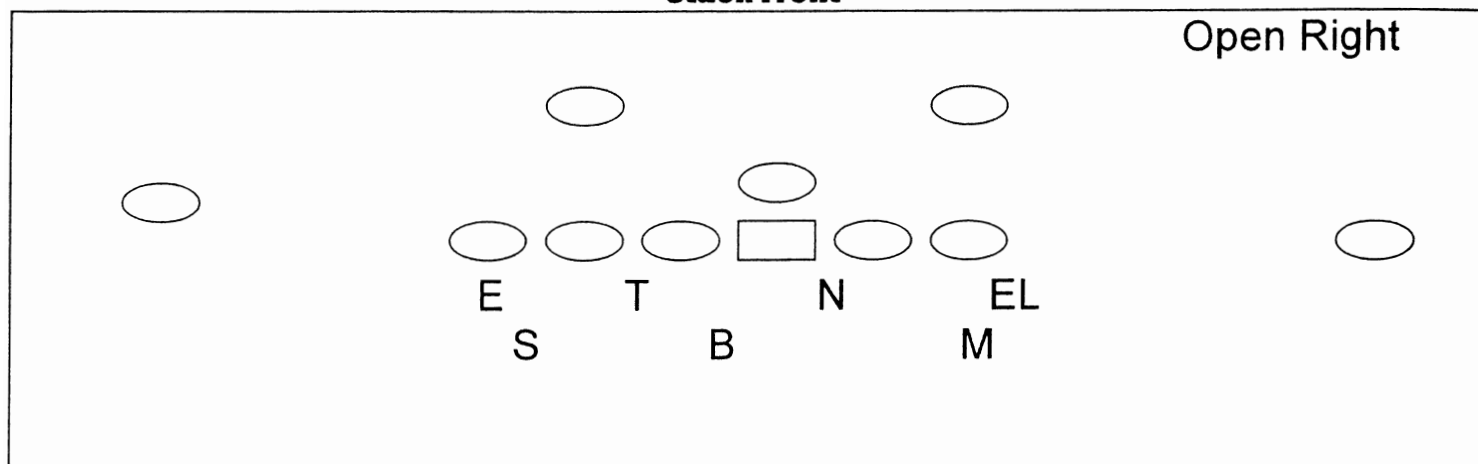
Empty Checks	PAGE #
Scalp	36
Dice	37
Bark	37

2002 Lottery Numbers - Top 3

15	Fumble Recoveries
22	Interceptions
37	Take Aways
52	Sacks
69%	3rd Down Defense
86 Yards	Rushing Defense
280 Yards	Total Defense
14 Points	Scoring Defense
62%	Red Zone Defense

Stack Front

Open Right



Position	Technique /Alignment	Keys	Responsibilities
Sam	50 Alignment On The Offensive Tackle, Tilt, 5 Yards Deep	Offensive Guard To Backfield Pattern	Depends On Coverage
Buck	Closed 10 Align, Tilt, 5 Yards	Offensive Guard To Backfield Pattern	Depends On Coverage
Mac	Stack 40 Alignment, Tilt, 5 Yards Deep	Offensive Guard To Backfield Pattern	Depends On Coverage
Elephant	Wide Technique	Tackle Vision To The TE	C Gap – Blocker Leverage On Flow To You – Effort On Flow Away
Tackle	Loose 3 Technique	Guard Vision To Tackle Flow	B Gap – Blocker Leverage On Flow To You – Pursue On Flow Away Pass Rush
Nose	“1” Technique	Center	Penetrate Up Field In A Gap On Flow To You Pass – Pressure
End	“6” Alignment Alignment On Responsibility	TE Vision To Tackle	Run To C Gap Run Away C Gap – Chase Mismatch Stretch Play

Coverage Examples:

2

4 (Choke)

1 Y

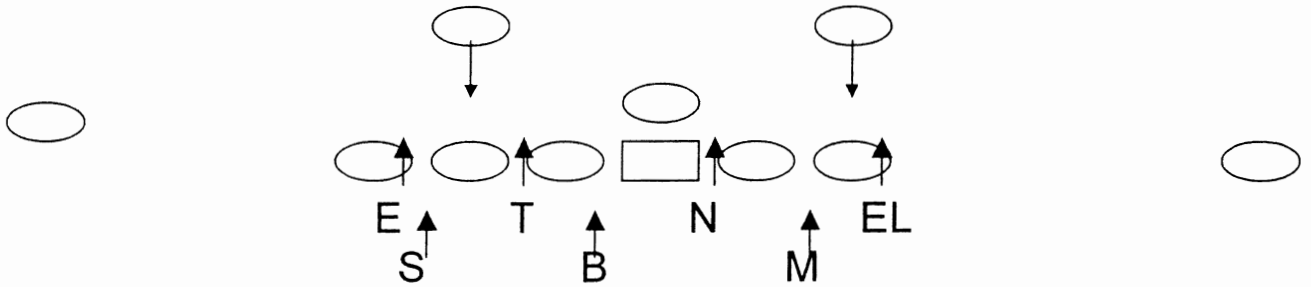
Pressures

Torpedo Fire Zone

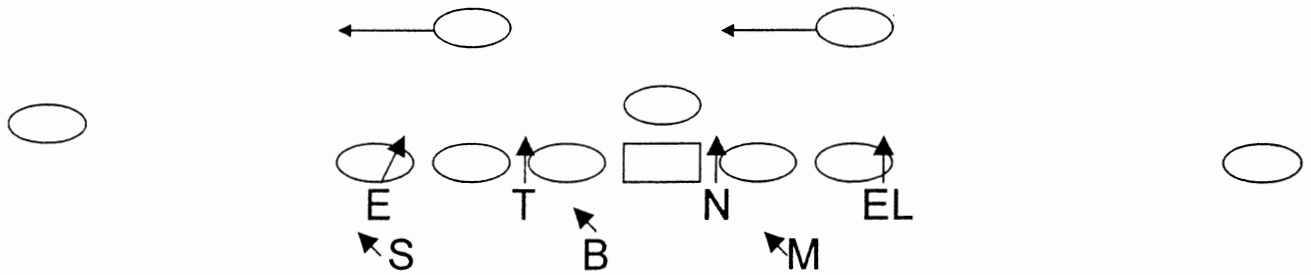
Frisco Fire Zone

STACK FRONT

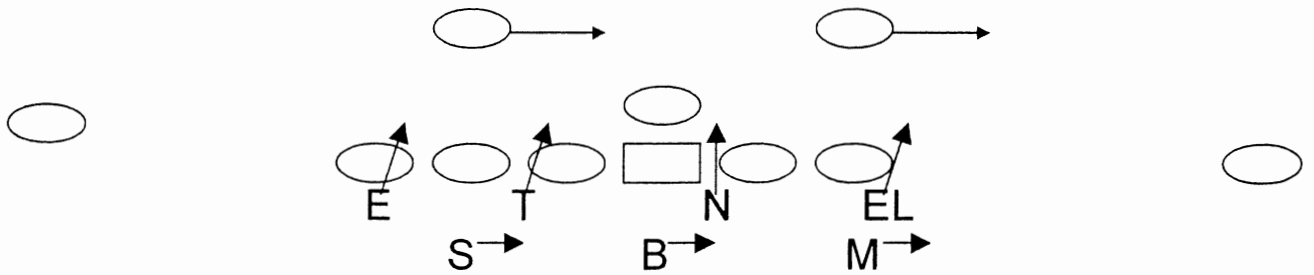
Open Rt



Open Rt

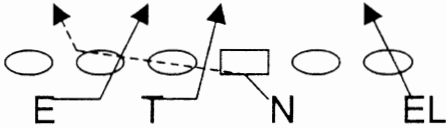
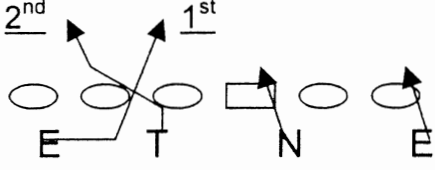
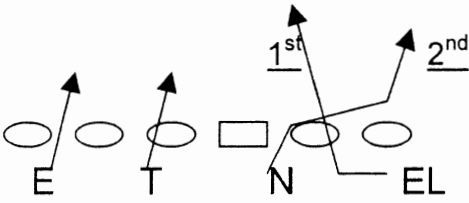
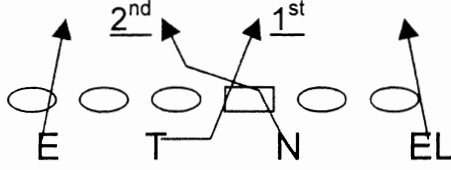
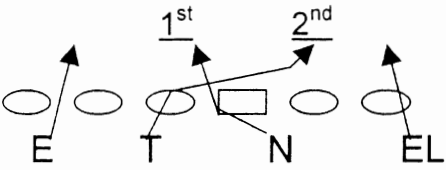
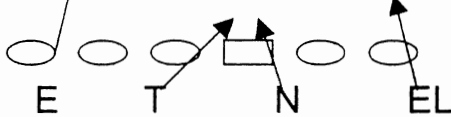
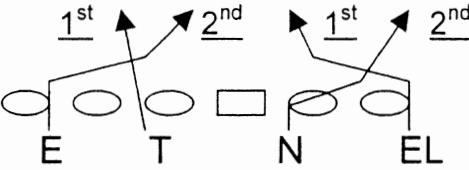
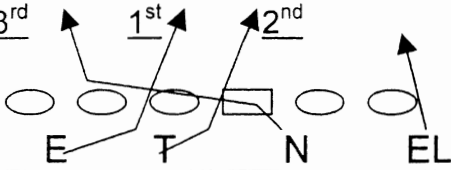
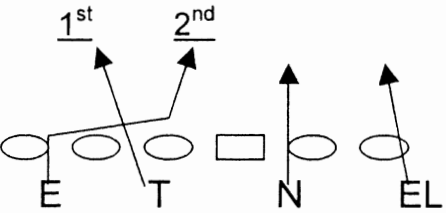
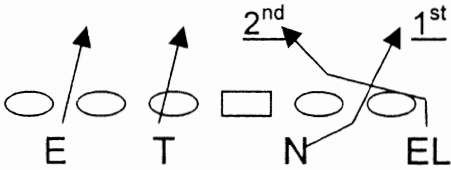
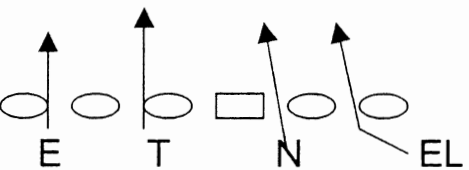
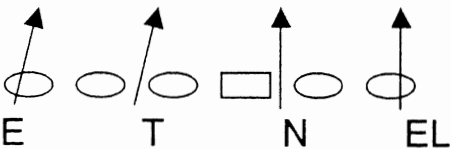


Open Rt

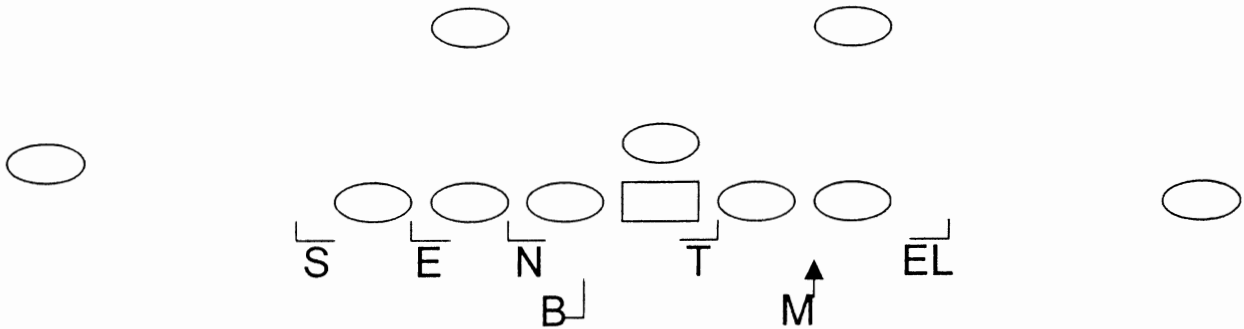


Games Out Of Stack

Stack Games

<p>Stack Tear</p>  <p>Pass Shows Nose Contain</p>	<p>Stack End</p> 
<p>Stack LA</p> 	<p>Stack Tin</p> 
<p>Stack Nit</p> 	<p>Stack Push</p> <p><u>Read Centers Head If He Faces You, You Are The Looper</u></p> 
<p>Stack Mixer</p> 	<p>Stack Cold</p> 
<p>Stack Tackle</p> 	<p>Stack Nose</p> 
<p>Stack EL</p> 	<p>Stack Out</p> 

Front: Swing



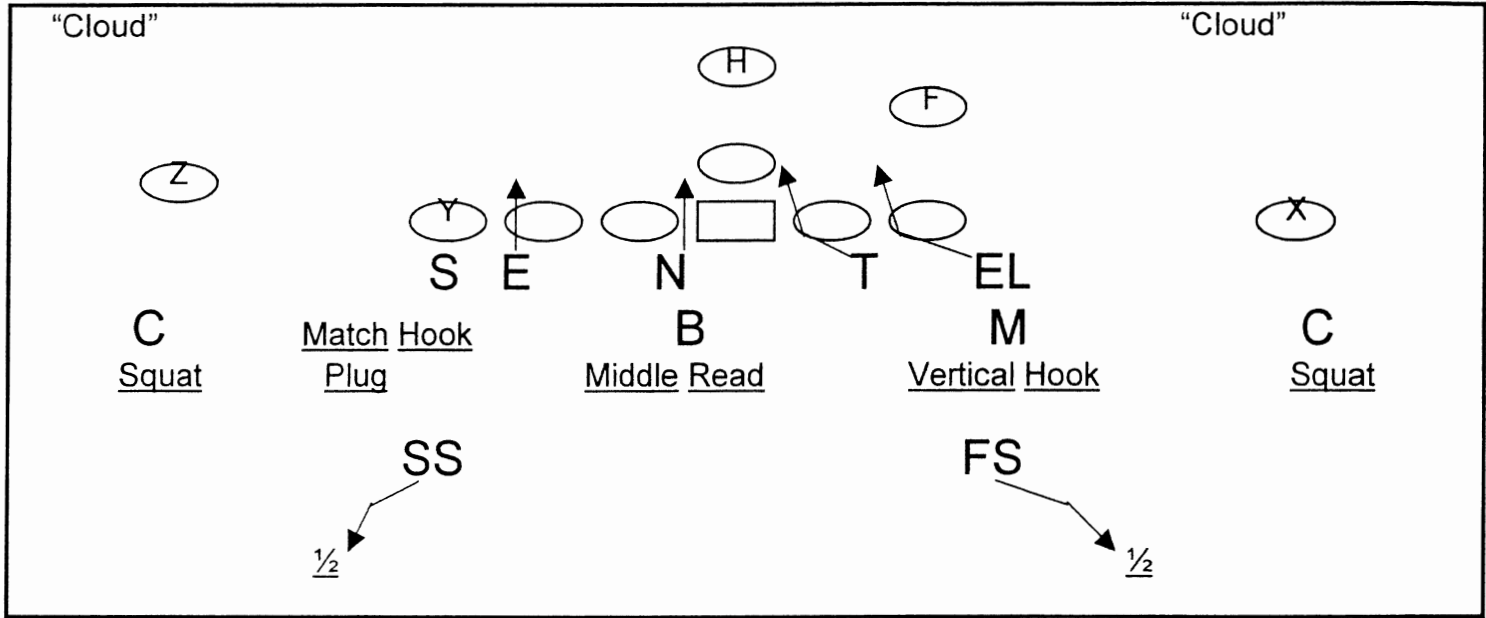
Position	Technique /Alignment	Keys	Responsibilities
Sam	9 By Coverage	<ul style="list-style-type: none"> Tight End Near Back Lineman 	"D" Gap/ Force Flow Away: Reverse Or Coverage
Nose	Align To The Closed Call Outside Split Of Guard "3" Technique	<ul style="list-style-type: none"> Guard Vision To Tackle Flow 	"B" Gap On Flow To Pursue Flow Away Pass: Possible Stunts
Buck	4 To 4 ½ Yards Deep "Protected" 3 Technique	<ul style="list-style-type: none"> Triangle Back Tackle - Flow 	Closed "A" Gap To Flow
Tackle	"Tilt" In Guard/ Center Gap To The Open Side Play A Plus Technique	Center	Flow To – "A" Gap Flow Away – Squeeze Pass: Possible Stunts
MAC	Gap Technique: Stack With Nose Tackle 4 To 4 ½ Yards Deep	Triangle: Back/ Flow	"B" Gap Flow Away: Check Far "A" Gap
End	Wide Five – Get Off!	<ul style="list-style-type: none"> Tight End Tackle Flow 	"C" Gap Flow Away- See Ahead Pass: Possible Stunts
Elephant	7 Technique	<ul style="list-style-type: none"> Tackle Near Back Lineman 	"C" Gap Flow Away: Reverse

Wide Freeze 23

- Cover 2 To Any Pro Formations
- Cover 3 To Any Slot Formations

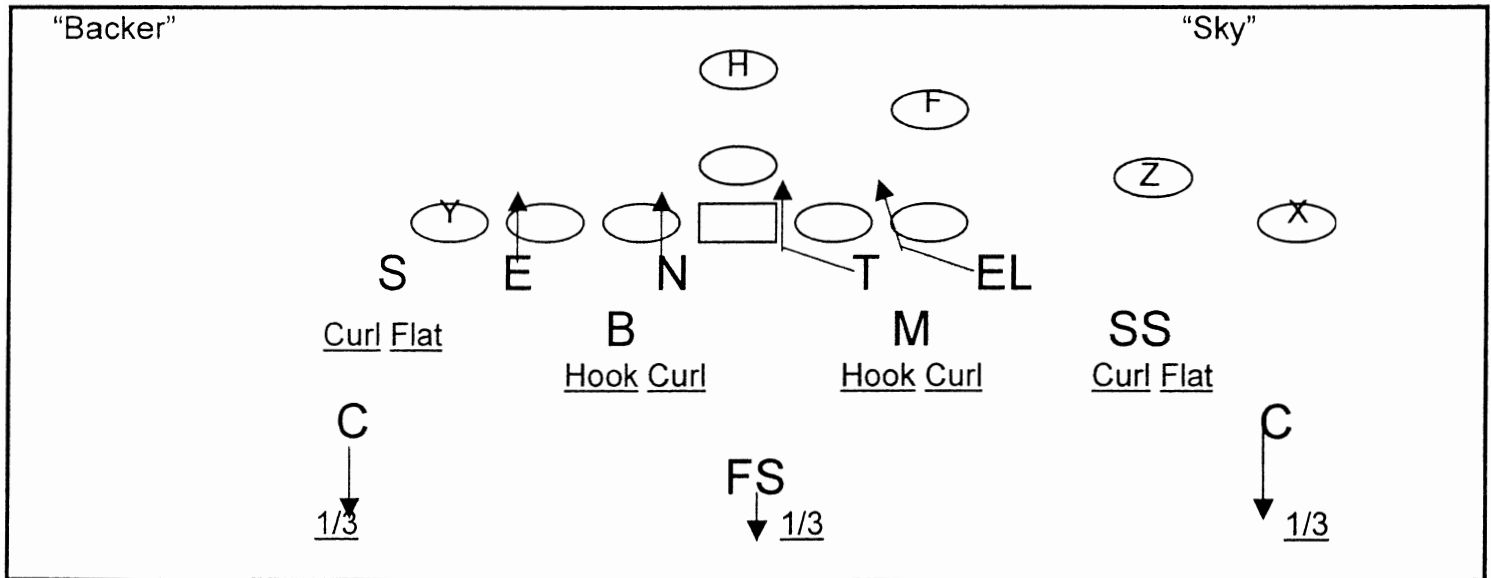
FAR I LEFT

BLUE LEFT



FAR I SLOT RIGHT

RED RIGHT



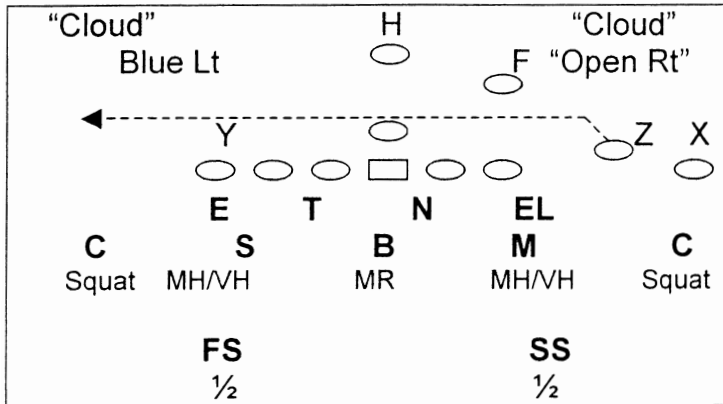
Stack 2

<div style="display: flex; justify-content: space-between;"> <div style="width: 48%;"> <p>“Cloud” Blue Left “Cloud” “Open Right”</p> </div> <div style="width: 48%;"> <p>“Cloud” Blue Right “Cloud” “Open Right”</p> </div> </div>				
Position	Alignment	Key	Run Responsibility	Pass Responsibility
Sam	40 Alignment 5 Yards Deep	<ul style="list-style-type: none"> OG To Backfield Pattern 	Run To: Plug – Spill Run Away: Cutback	Blue: Match Hook Or Vertical Hook Depending On The Flow Of The Backs Dos: Vertical Hook
Buck	Zero Alignment 5 Yards Deep	<ul style="list-style-type: none"> OG To Backfield Pattern 	Fast Flow Over The Top	<ul style="list-style-type: none"> Open With To #3 Work To A Depth Of 20 –25 Yards. Run With Vertical. Close Off #2 Down The Middle
Mac	30 Alignment 5 Yards Deep	<ul style="list-style-type: none"> OG To Backfield Pattern 	Run To: Plug – Spill Run Away: Cutback B Gap	Blue: Match Hook Or Vertical Hook Depending On The Flow Of The Backs Dos: Vertical Hook
Elephant	7 Alignment	<ul style="list-style-type: none"> Near Tackle Hip Guard Near Back 	Run To: Plug Run Away: Pursuit	Contain Rush
Corners	Vs Split Rec. – 4 Yards From The LOS Outside Eye On #1 Vs TE – Align 2x2 Off The TE Vs A Pair 2 x LOS	<ul style="list-style-type: none"> #1 - #2 Course Of Ball 	Cloud – Contain Once Run Shows Force And Constrict Running Lane	<ul style="list-style-type: none"> Flat – Reroute #1 & Disrupt His Pattern. Funnel #1 Inside. Turn Inside Keep Vision On #2 As You Get Depth Hold Off Fade 18 – 20 Yards Deep. Alert China Run With 2nd Man TMH/VHu Zone CP – Funnel Flip And Expand
Strong Safety	2 x 12 Off TE Vs Closed End C Gap 7 Yards Deep Vs Wing D Gap 7 Yards Deep	<ul style="list-style-type: none"> Key #1-2 Course Of Ball 	2 nd Contain If #1 And 2 Block Stack And Fill Were Needed	<ul style="list-style-type: none"> Deep Half Field Technique
Free Safety	2 x 12 Off TE Vs Closed End C Gap 7 Yards Deep Vs Wing D Gap 7 Yards Deep	<ul style="list-style-type: none"> Key #1-2 Course Of Ball 	2 nd Contain If #1 And 2 Block Stack And Fill Were Needed	<ul style="list-style-type: none"> Deep Half Field Technique

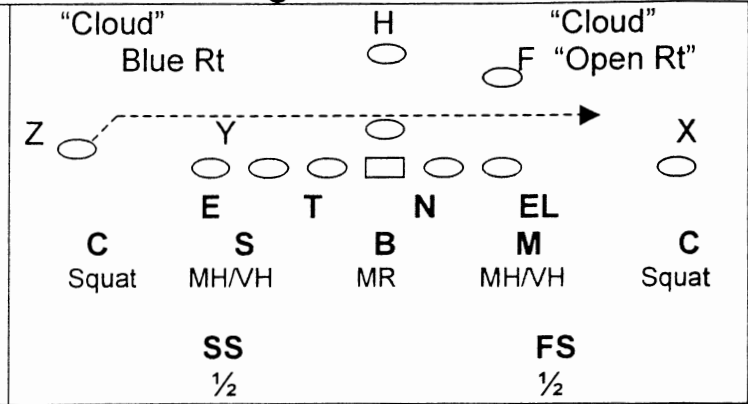
2 Deep 5 Under Zone Coverage, Corners Are True Squat Players, Safeties Have Half The Field. Will Call Tear Stunt With This Coverage. Linebackers Bump to Alignment Vs Formations. “Flow Alert” vs I, Near I And Trips Formations

Stack 2

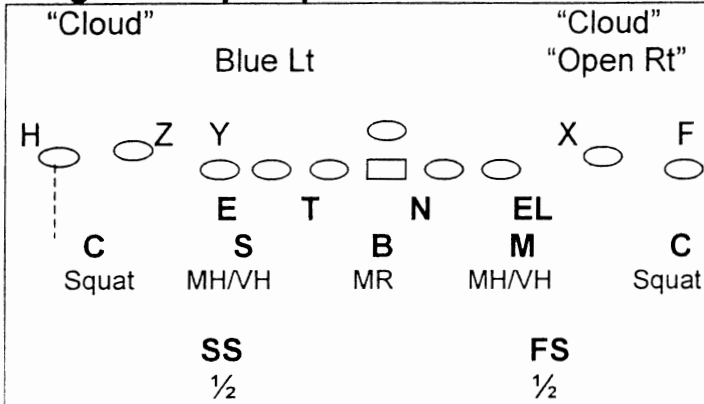
Far I Left Z Motion



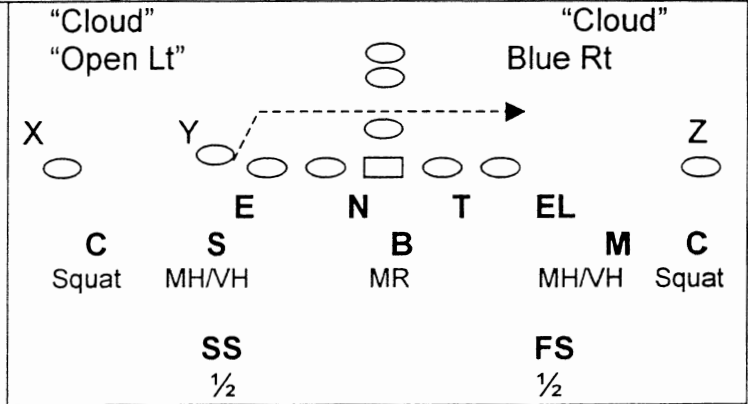
Far I Slot Right Z Motion



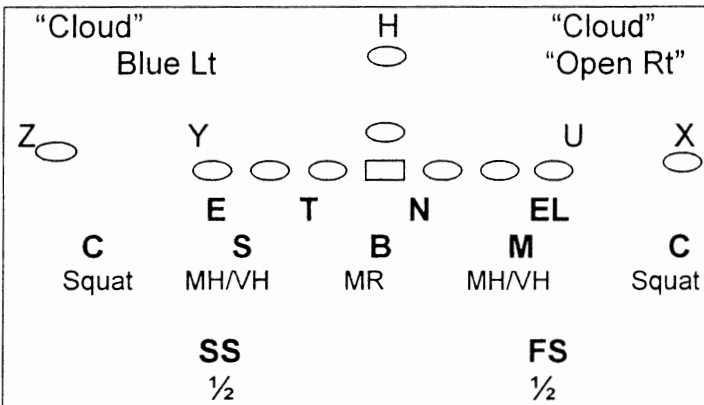
Regular Trips Spread Left



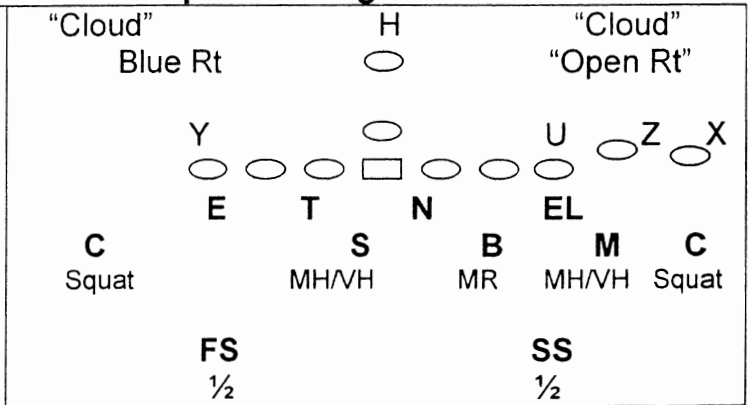
Regular I RT Y Off Y Motion



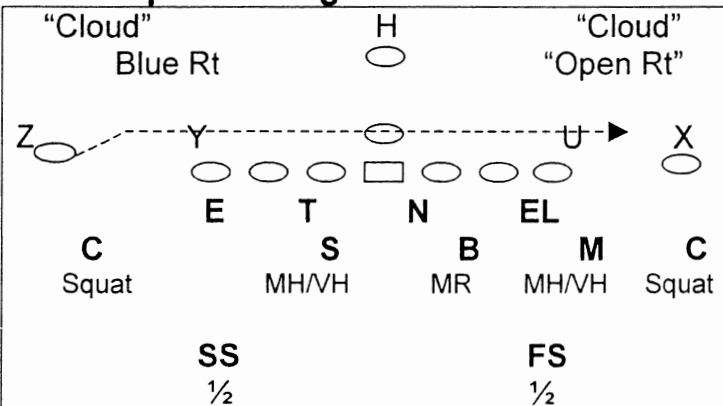
Ace Left



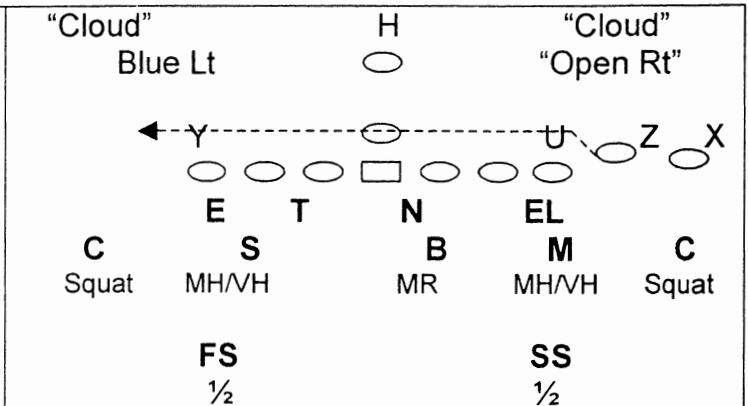
Ace Trips Slot Right



Ace Trips Slot Right Z Motion

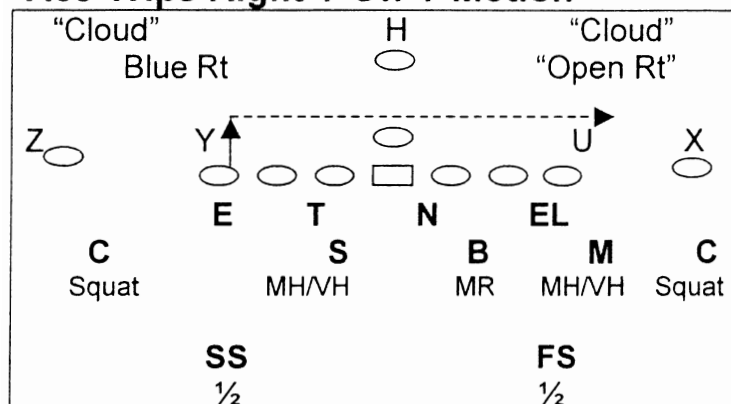


Ace Left Z Motion

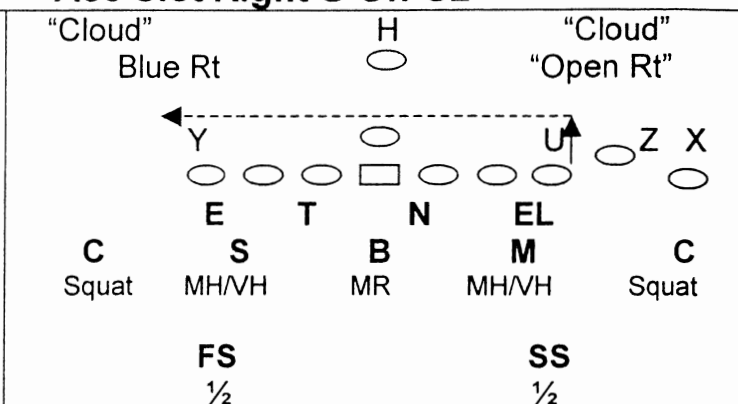


Stack 2

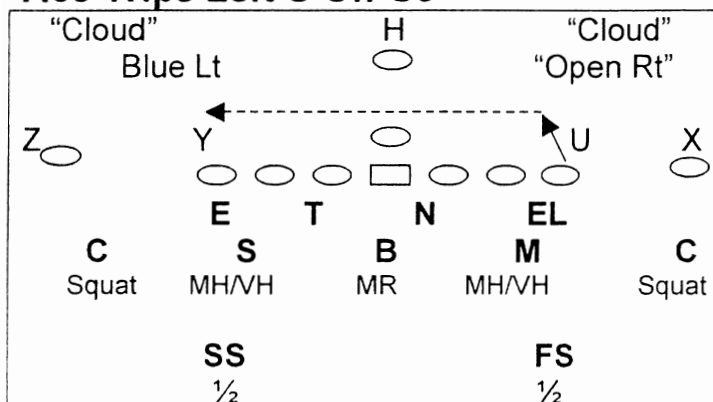
Ace Trips Right Y Off Y Motion



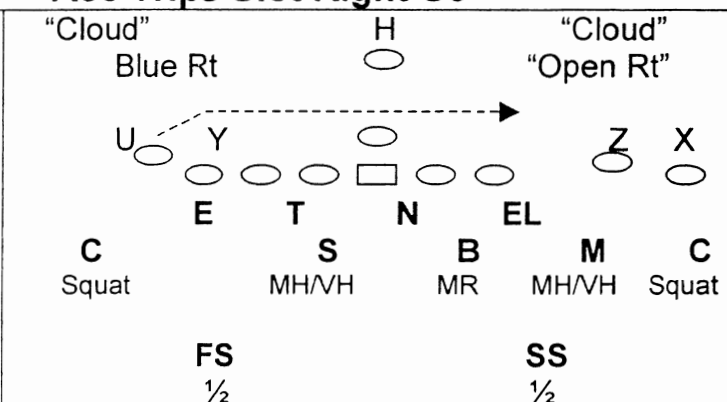
Ace Slot Right U Off U2



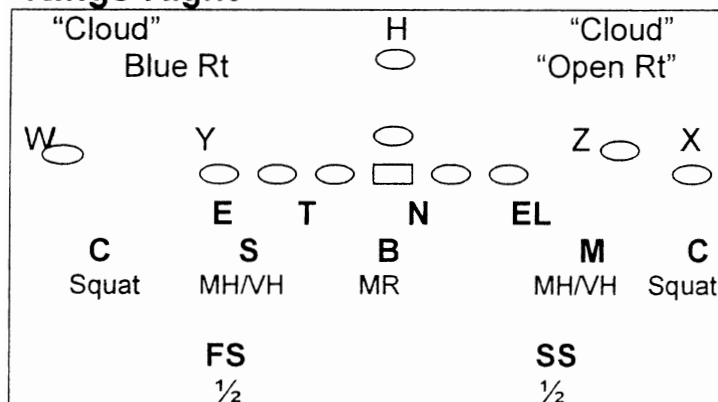
Ace Trips Left U Off U3



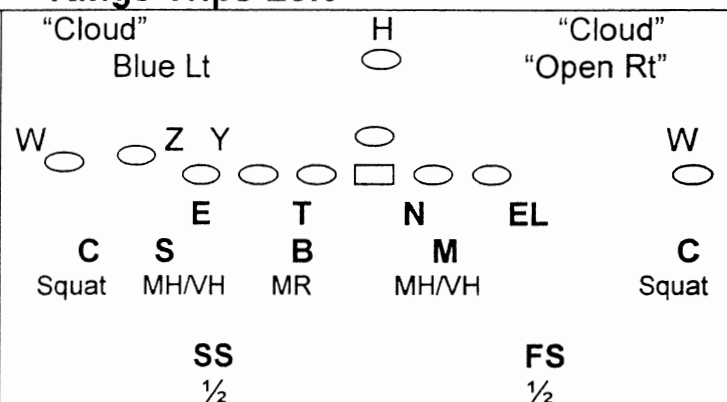
Ace Trips Slot Right U3



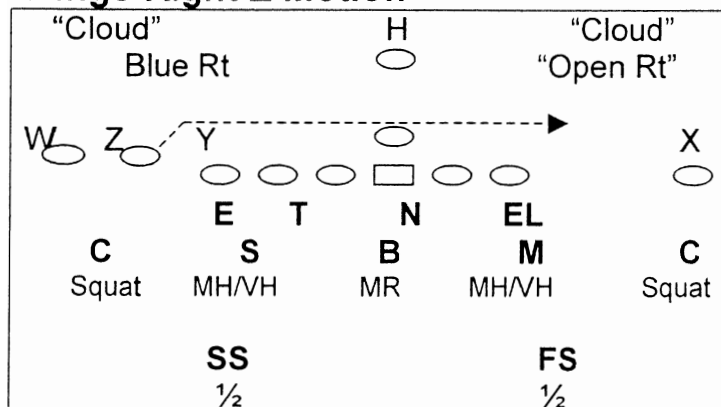
Kings Right



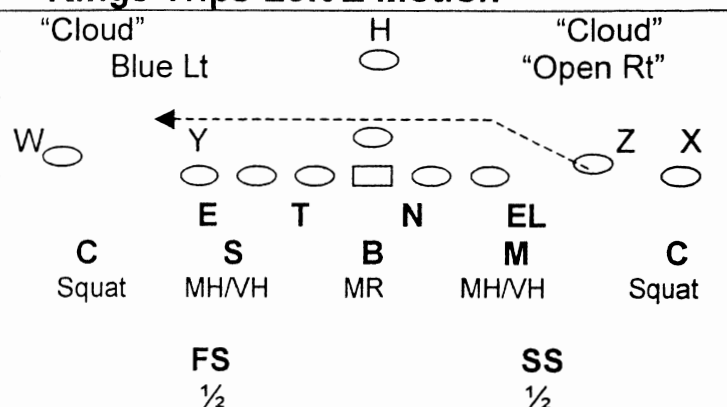
Kings Trips Left



Kings Right Z Motion

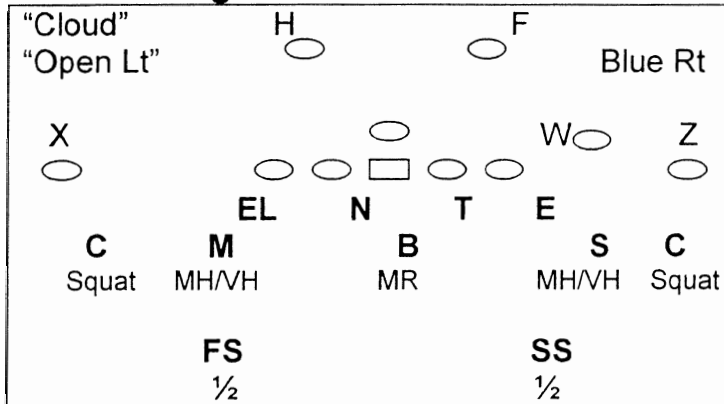


Kings Trips Left Z Motion

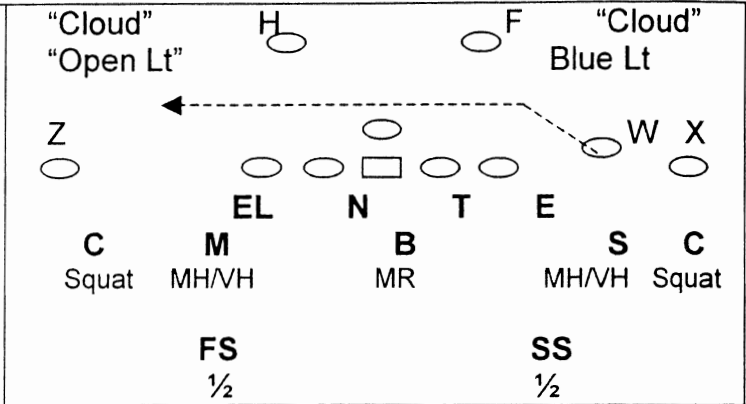


Stack 2

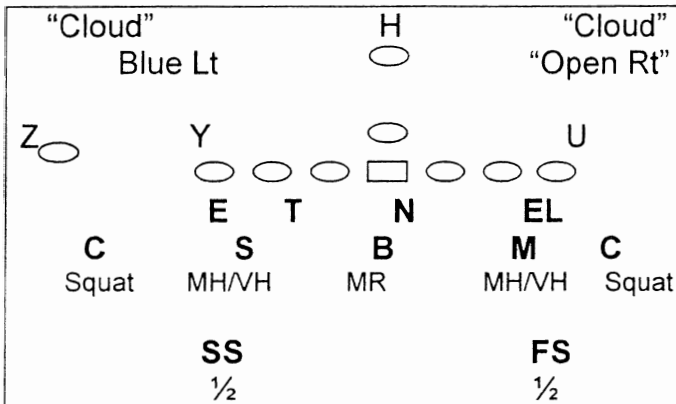
Queens Right



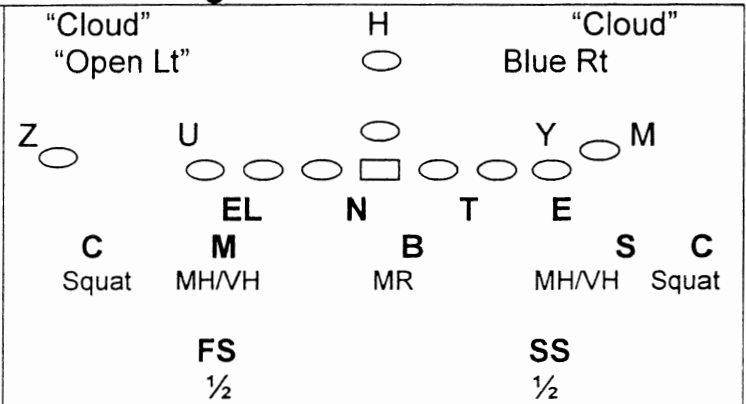
Queens Left W Motion



Tens I Left



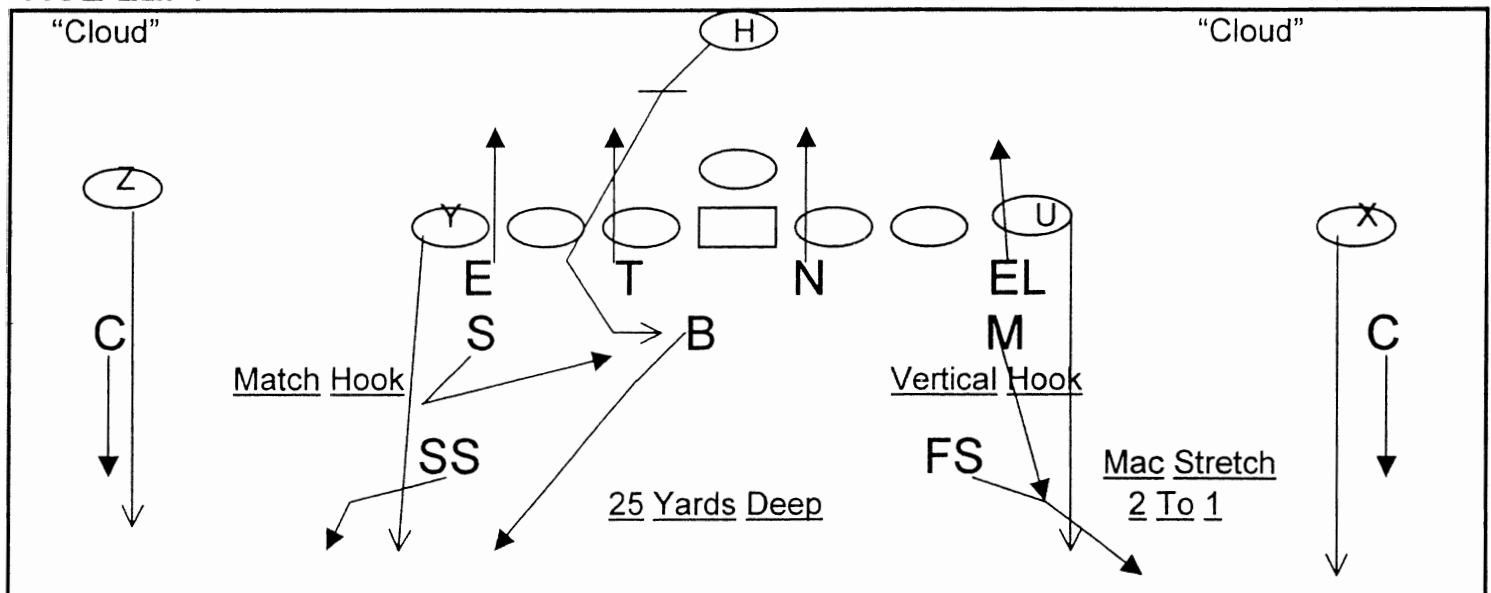
Clubs Right



ACE LEFT

OPEN RIGHT

BLUE LT



Vs Ace 2x2 The Backers May Make A Dos Call

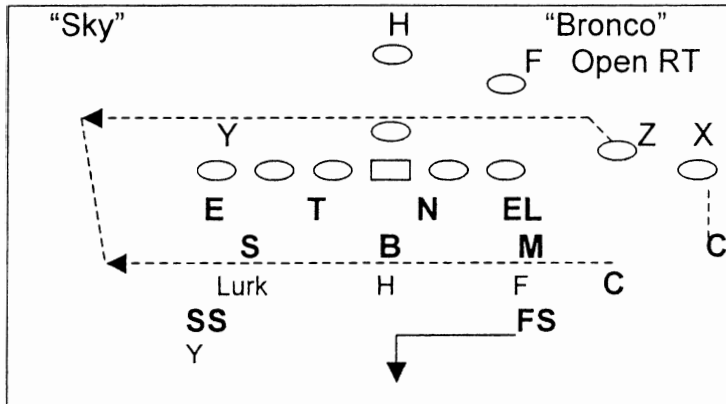
Stack 1Y

		Lurker Look To Help Corner On Crossing Routes		
Position	Alignment	Key	Run Responsibility	Pass Responsibility
Sam	Coverage Alignment 5 Yards Deep	<ul style="list-style-type: none"> OG To Backfield Pattern 	Run To: Stack Plug Run Away: Cut Back	<ul style="list-style-type: none"> 1st Back Closed Vs Flow Pass Or Basic Lurk Vs Flood Pass Combo Vs One Back Bootleg 1st Back Closed
Buck	10 Alignment 5 Yards Deep	<ul style="list-style-type: none"> OG To Backfield Pattern 	Run To: Closed A Gap Run Away: Open B Gap Fast Flow Spill	<ul style="list-style-type: none"> 2nd Back Closed (Flow) 2nd Back Open (Flood) Lurk Vs Basic Combo Vs 1 Back
Mac	Coverage Alignment 5 Yards Deep	<ul style="list-style-type: none"> OG To Backfield Pattern 	Run To: Force Squeeze All Blocks Run Away: Cut Back Slow To Go	<ul style="list-style-type: none"> 1st Back Open Vs Flood Or Basic Lurk Vs Flow Combo Vs 1 Back
Elephant	7 Alignment	<ul style="list-style-type: none"> Near Tackle Hip Guard Near Back 	Run To: Plug Run Away: Pursuit	Contain Rush
Corners	Bump Or Off	<ul style="list-style-type: none"> #1 	#1 Man To Man	<ul style="list-style-type: none"> #1 Man To Man Apply Hash Split Rules
Strong Safety	2x6 Yards Deep Pre Snap Show Stack Cover 2	<ul style="list-style-type: none"> Cover TE Man To Man Outside Technique 	Run To: Force Run Away: Pursuit Reverse	<ul style="list-style-type: none"> Vs Two Back Sets Cover The TE Vs One Back Sets Adjust To One Back With The Free Safety
Free Safety	12 Yards Deep Pre Snap Show Stack Cover 2	<ul style="list-style-type: none"> Uncovered Lineman To The QB 	Fill	<ul style="list-style-type: none"> Zone Deep Middle Vs 2 Back Set. Show 2 Coverage Vs One Back Set Adjust To One Back With The Strong Safety

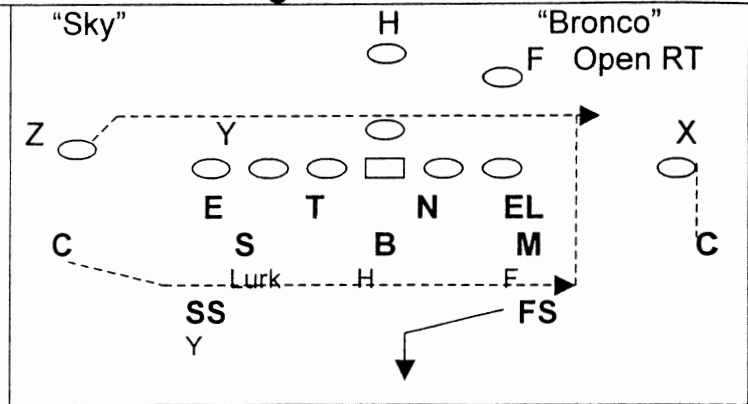
A Man To Man Coverage With the SS Covering The "Y" Tight End Vs All 2 Back Sets. The Sam, Buck And Mac Linebackers Will Play "3 On 2" Technique Vs Any 2 Back Sets. Vs 1 Back Sets The Defense Will Adjust As In Cover 7 Open To Combo Alert Swap. Pro Set Y Off Y - Motion Safety Rule. Make An Open Call To Set The Defense.

Stack 1 Y

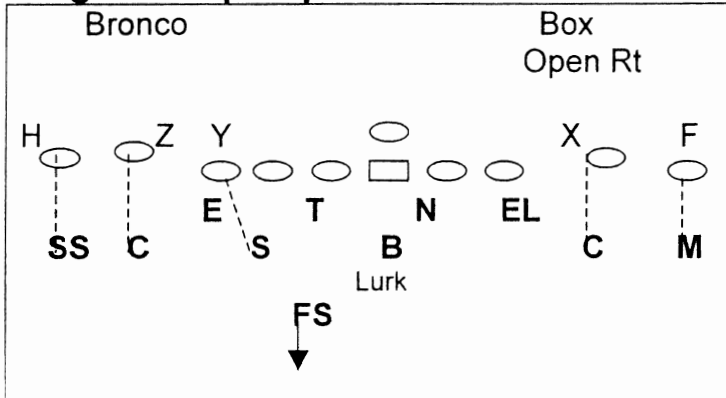
Far I Left Z Motion



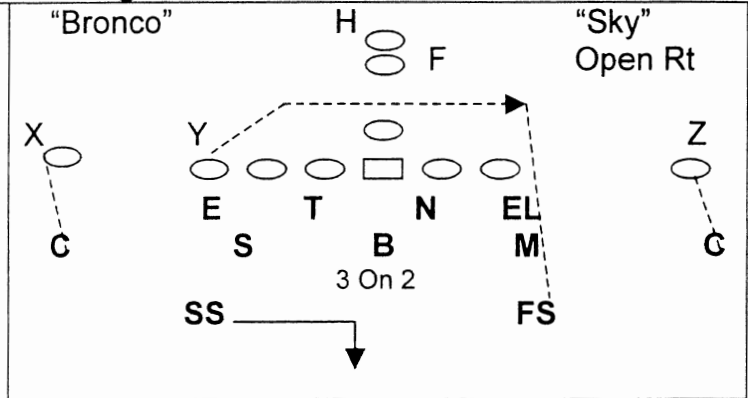
Far I Slot Right Z Motion



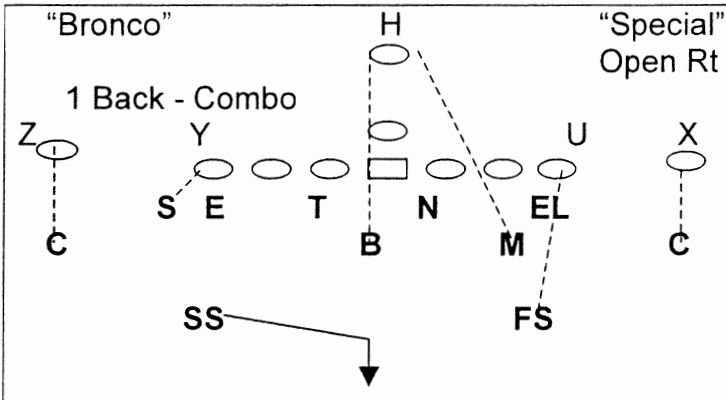
Regular Trips Spread Left



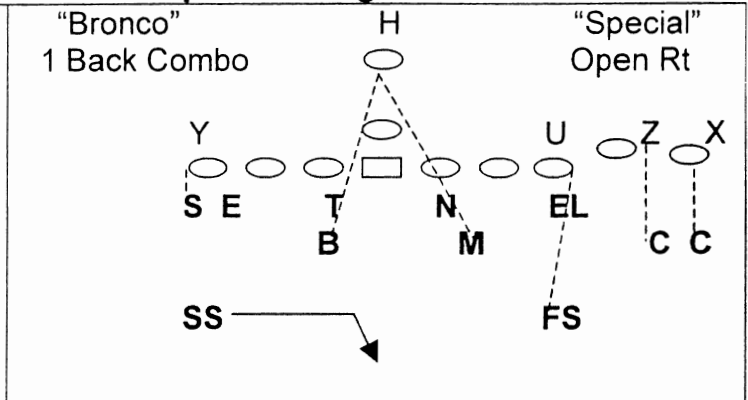
I Right Y Off Y Motion



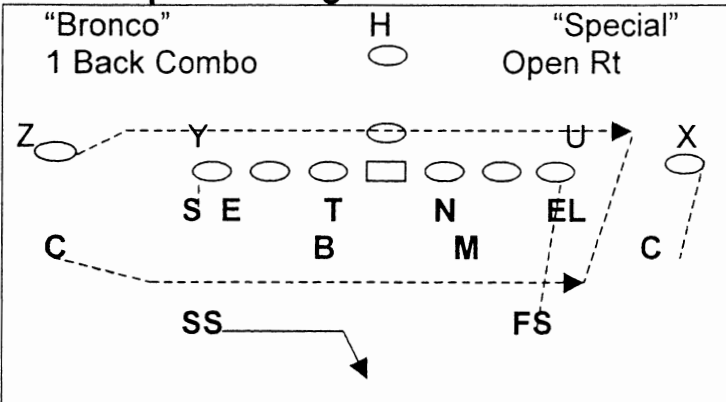
Ace Left



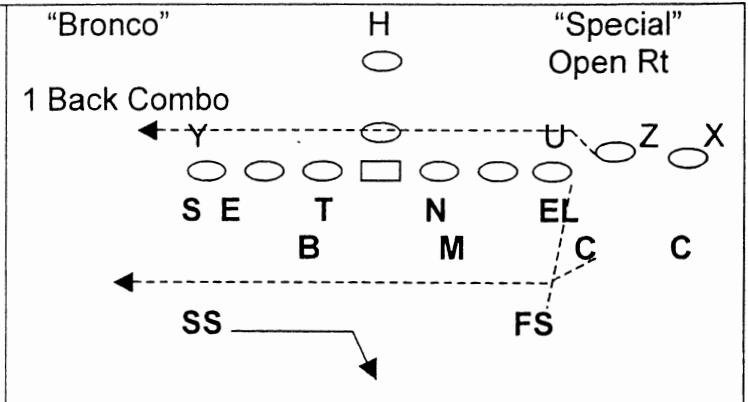
Ace Trips Slot Right



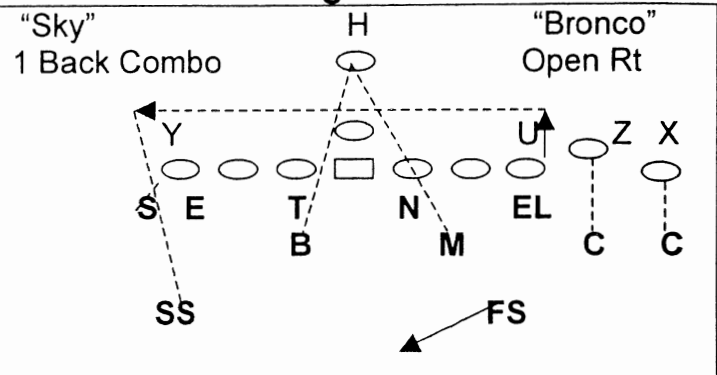
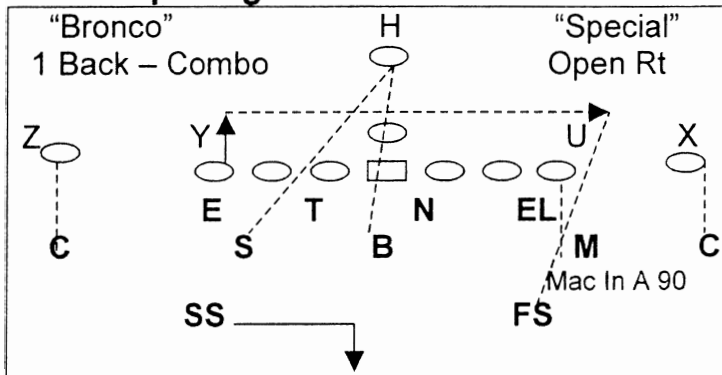
Ace Trips Slot Right Z Motion



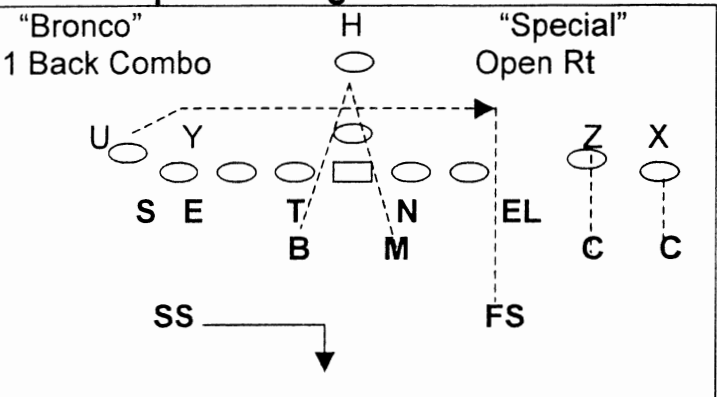
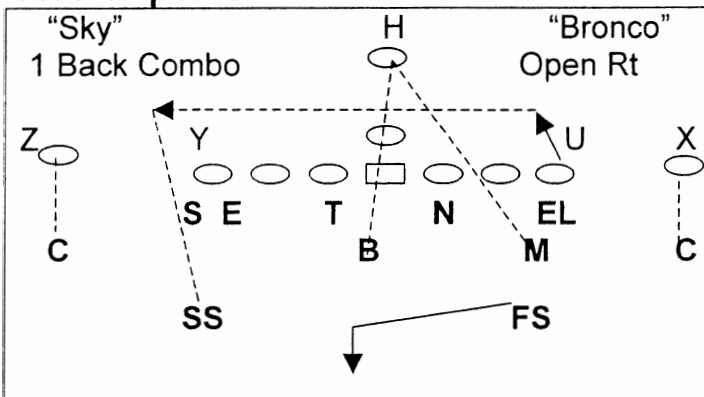
Ace Left Z Motion



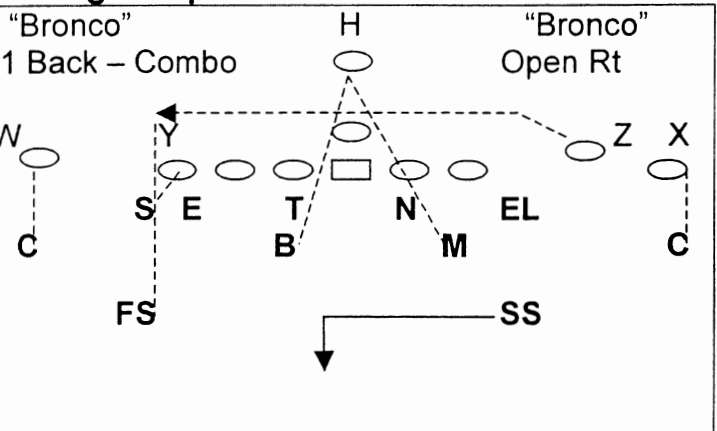
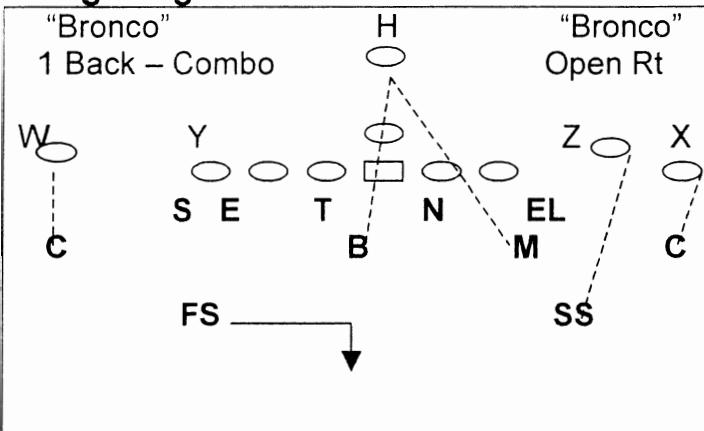
Ace Slot Right U Off U2



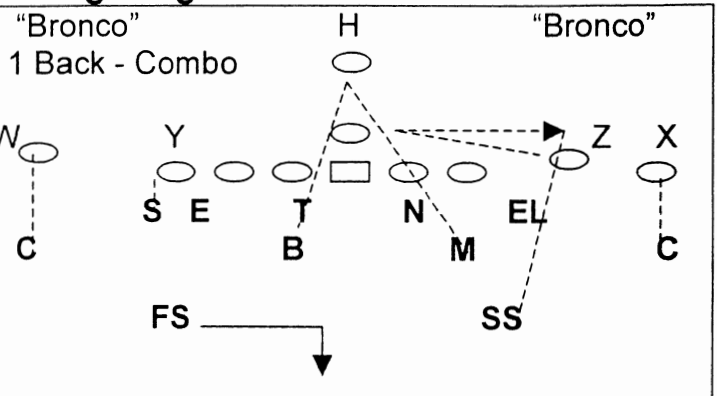
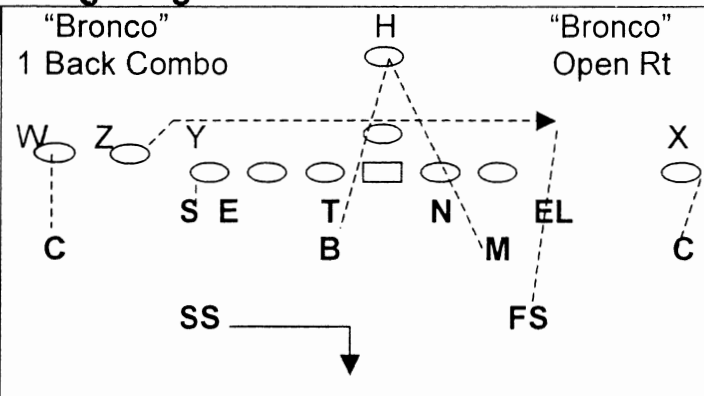
Ace Trips Slot Right U3



Kings Trips Left Z Motion

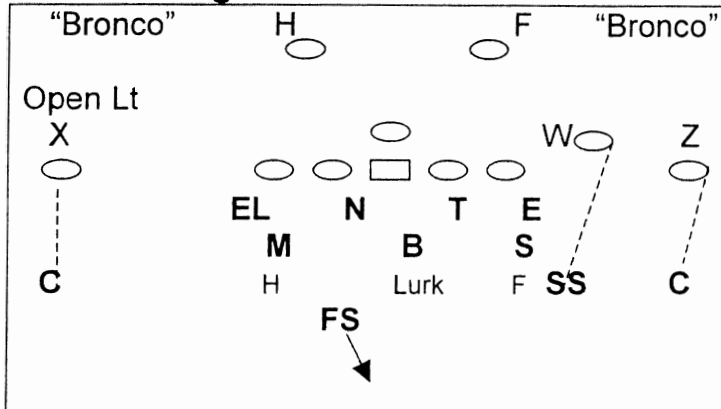


Kings Right Z Yo-Yo

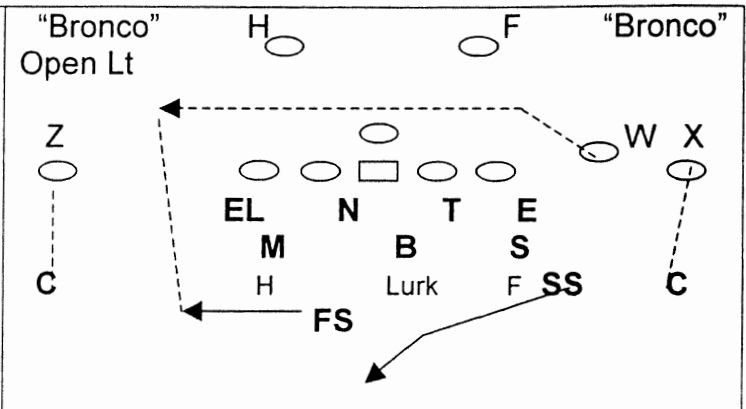


Stack 1 Y

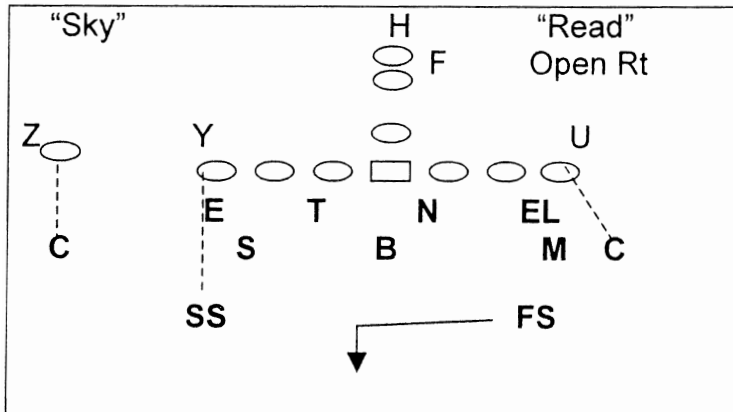
Queens Right



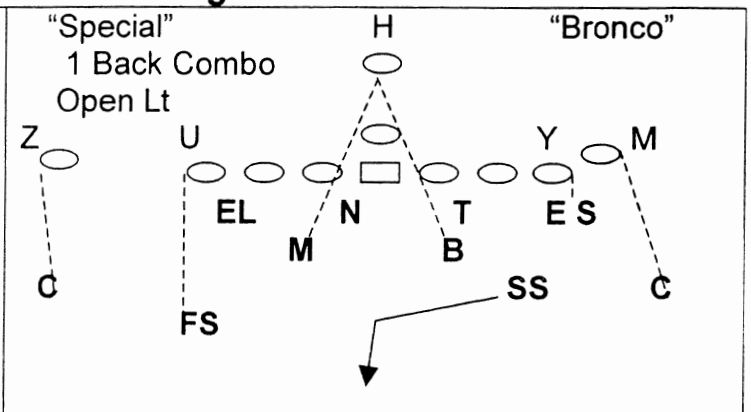
Queens Left W Motion



Tens I Left



Clubs Right



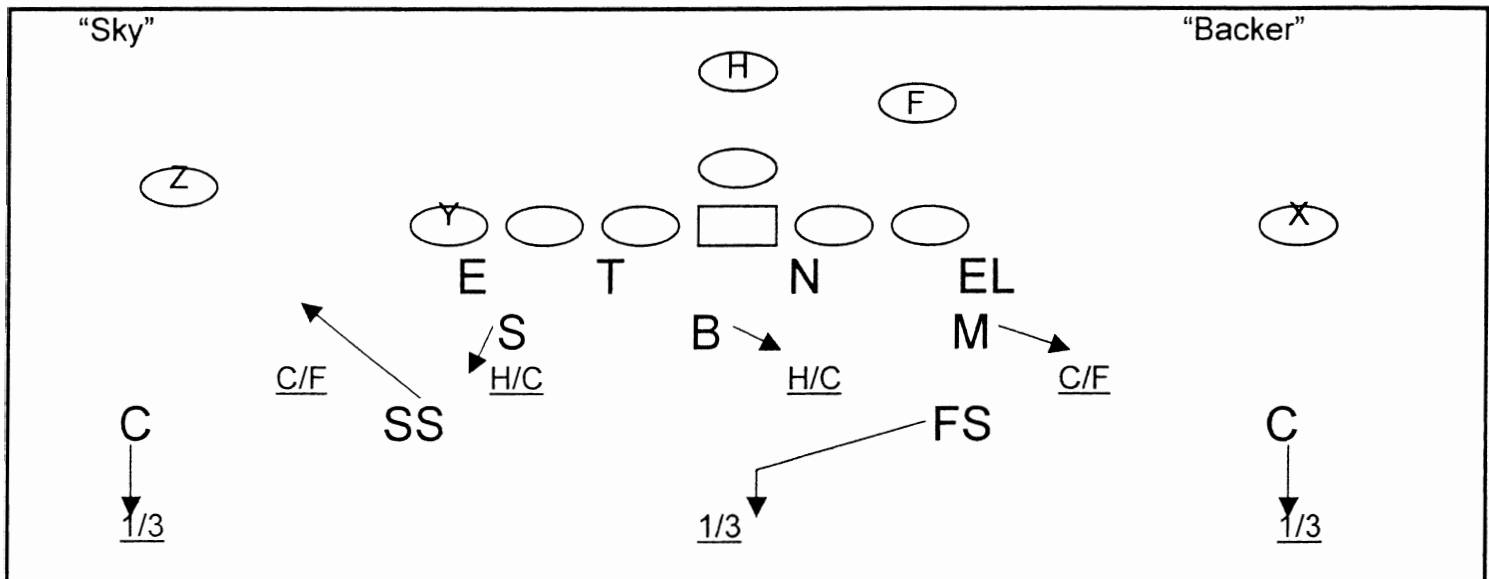
Stack 3 Closed

- Set The Front With An Open Call
- Zone Alignment Rules. Corners Are Left And Right. Play Red (3 Deep) To The Closed Side
- Sam And Buck Are Always Hook/ Curl Droppers
- Mac Is Always A Curl/ Flat Dropper. Vs Slot Walk Off On #2. Vs Y Trade Walk Up on The LOS And Get In A "9" Technique Squeeze All Blocks
- Strong Safety Invert Closed And Play Curl Flat (Sky). (Show 2 Deep)
- Corners Play Outside 1/3.
- Free Safety Is Always In Middle Third
- Secondary Hold A 2 Deep Disguise As Long As Possible

FAR I LEFT

RED LEFT

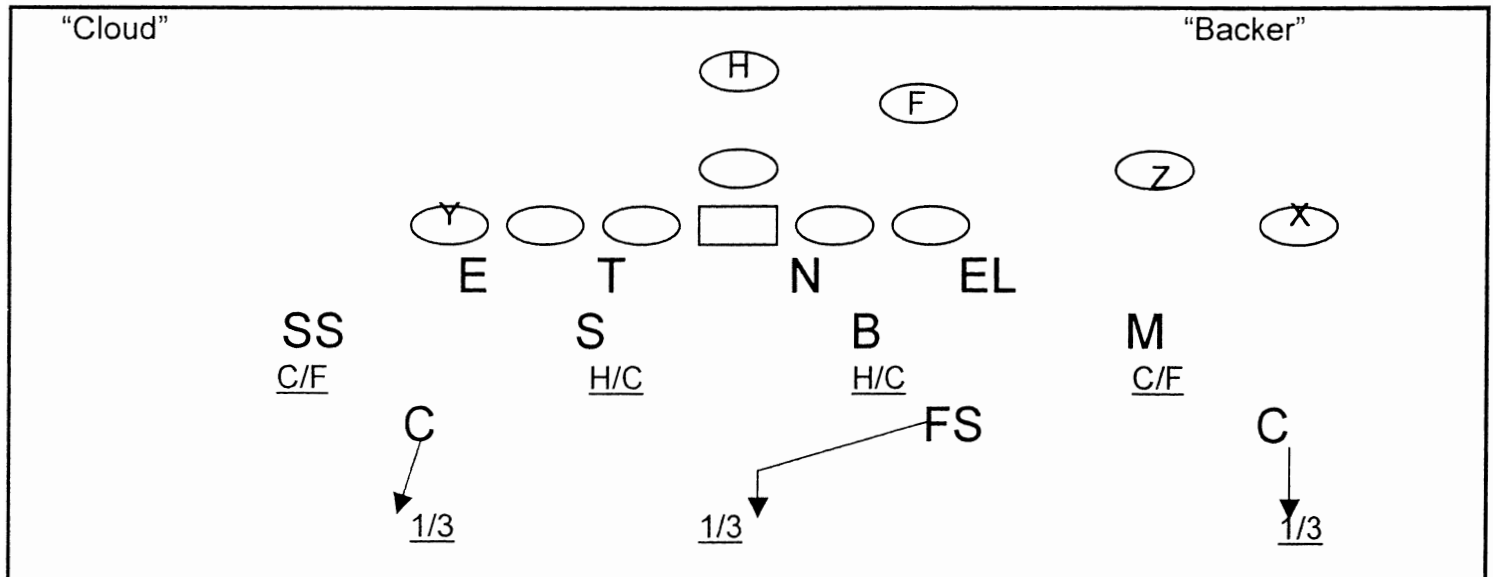
OPEN RIGHT



FAR I SLOT RIGHT

RED LEFT

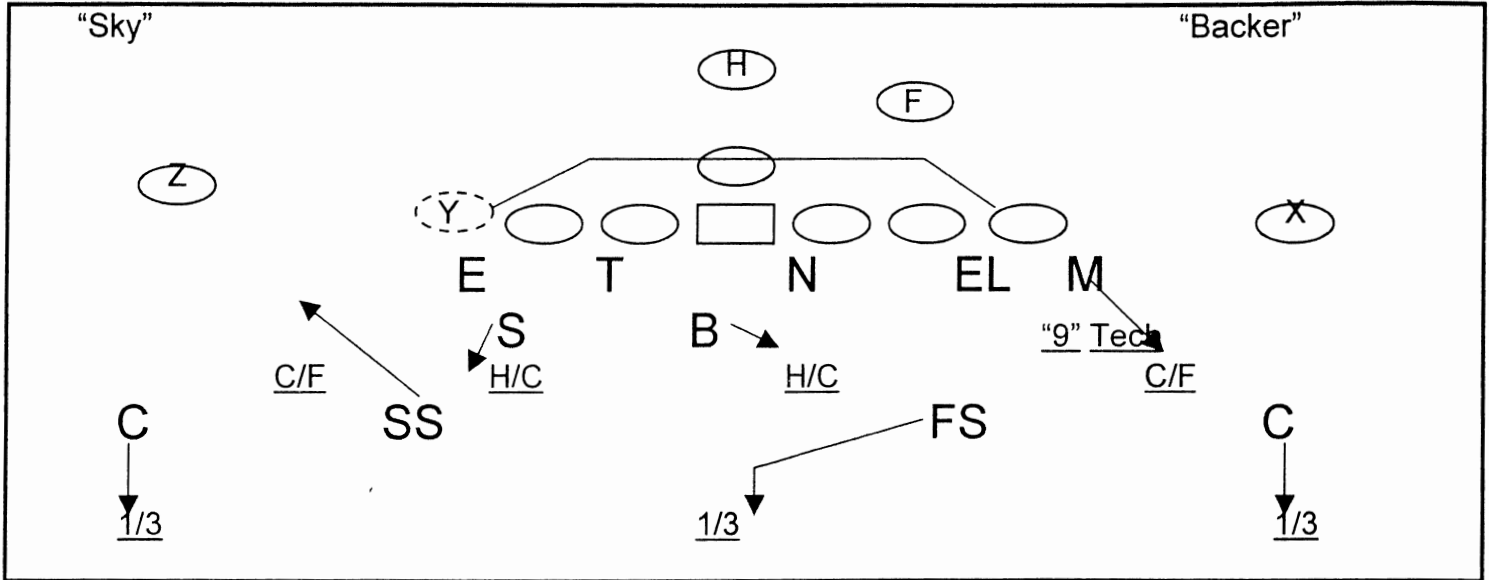
OPEN RIGHT



NEAR I RIGHT "Y TRADE"

RED LEFT

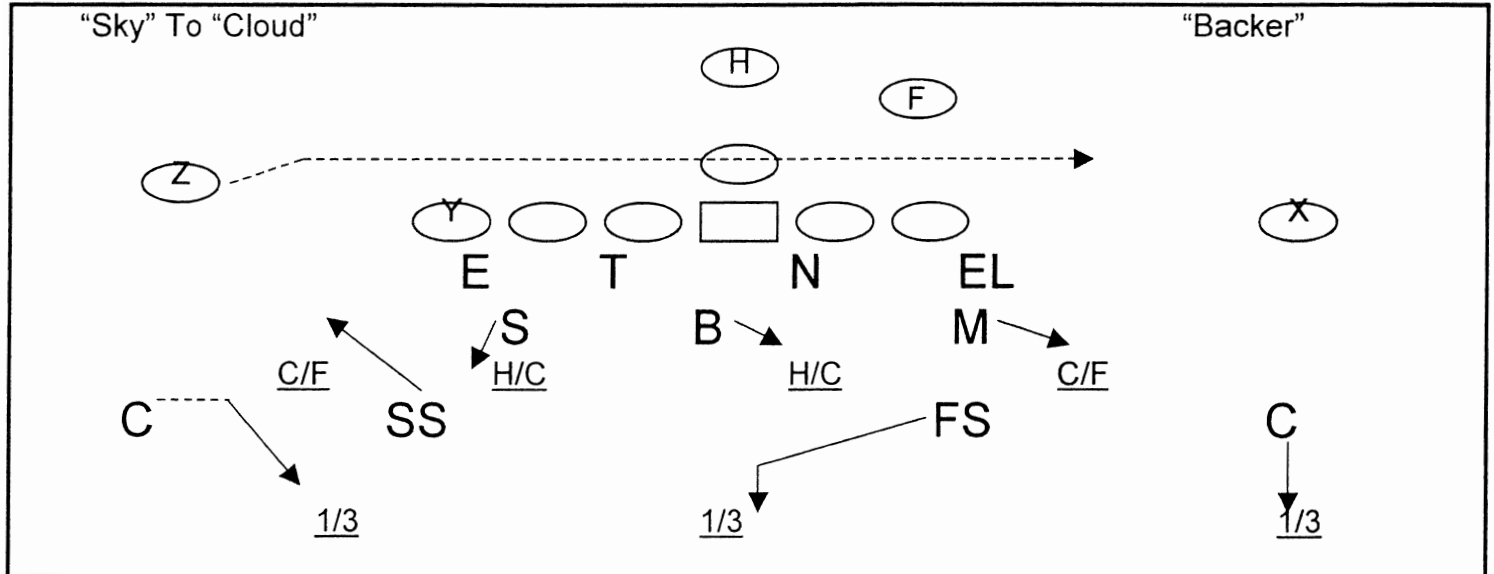
OPEN RIGHT



FAR I SLOT RIGHT Z MOTION

RED LEFT

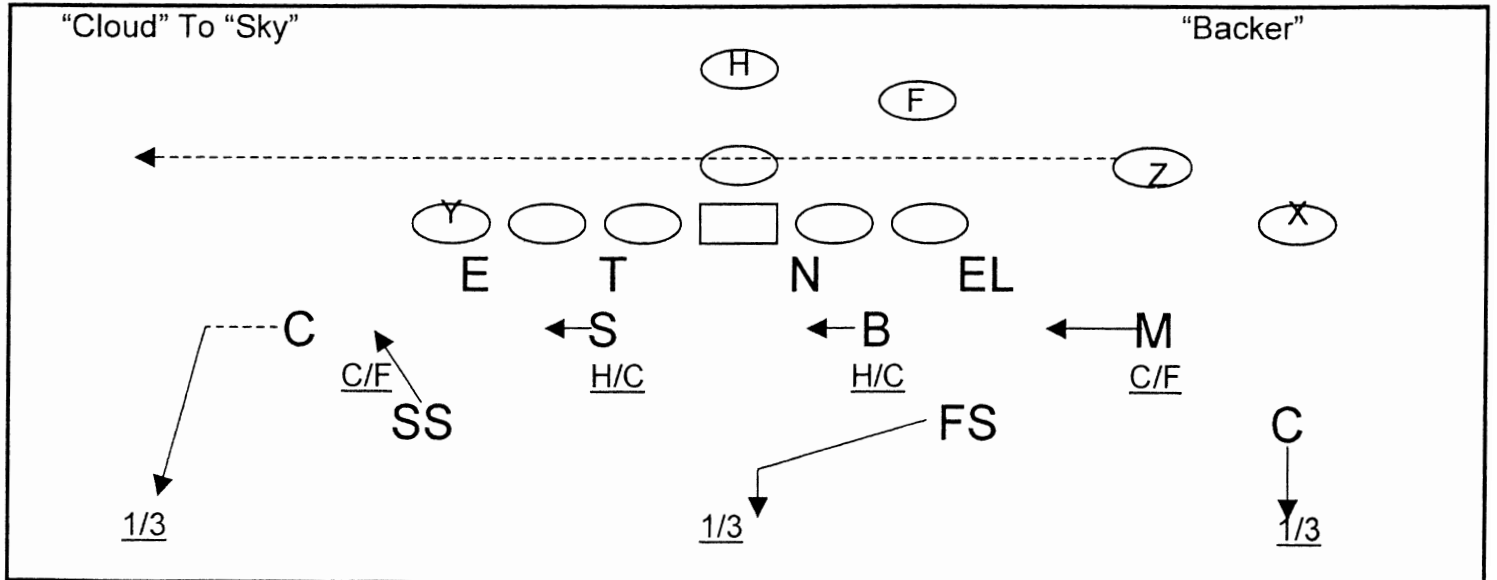
OPEN RIGHT



FAR I LEFT Z MOTION

RED LEFT

OPEN RIGHT



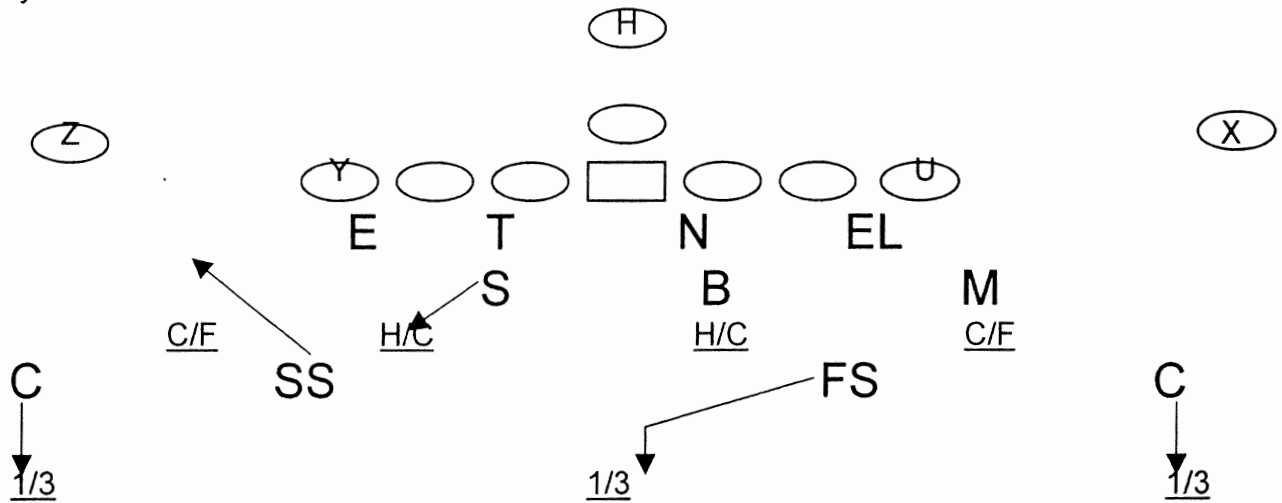
ACE LEFT

RED LEFT

OPEN RIGHT

"Sky"

"Backer"



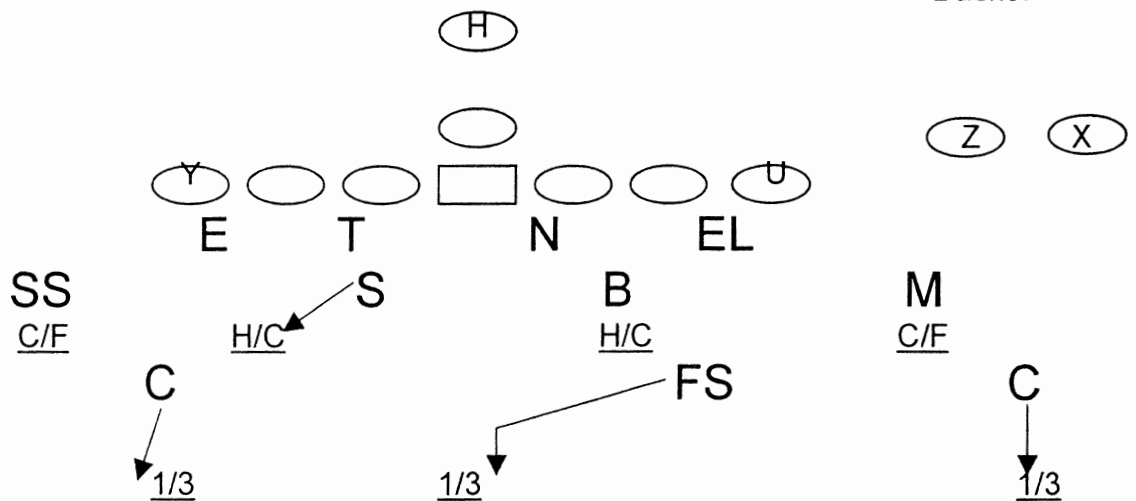
ACE TRIPS SLOT RIGHT

RED LEFT

OPEN RIGHT

"Cloud"

"Backer"



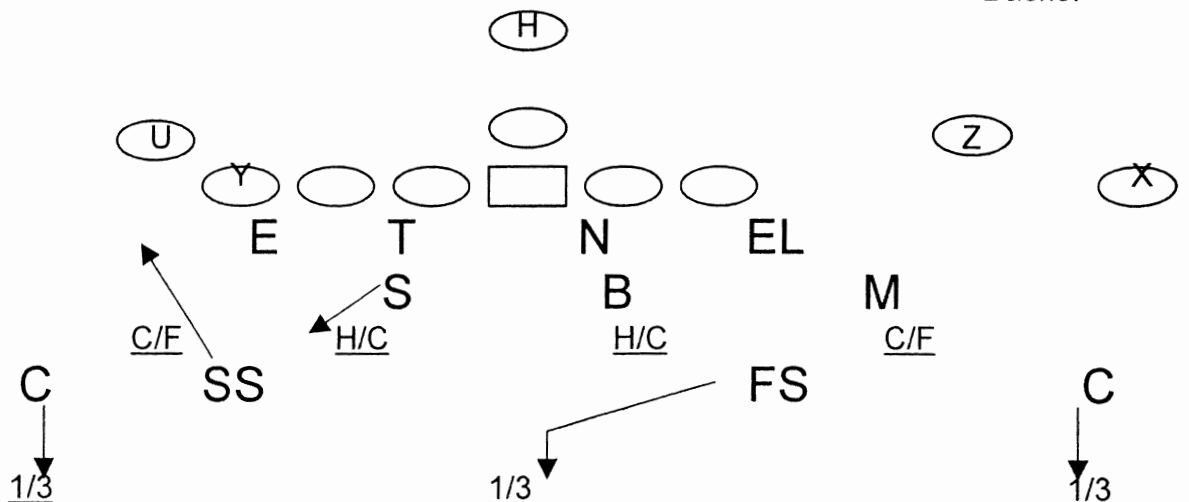
ACE SLOT RIGHT

RED LEFT

OPEN RIGHT

"Sky"

"Backer"



ACE SLOT RIGHT

RED LEFT

OPEN RIGHT

"Sky"

"Backer"

Z

U

Y

H

X

E

T

N

EL

S

B

M

C/FH/CH/CC/F

C

SS

FS

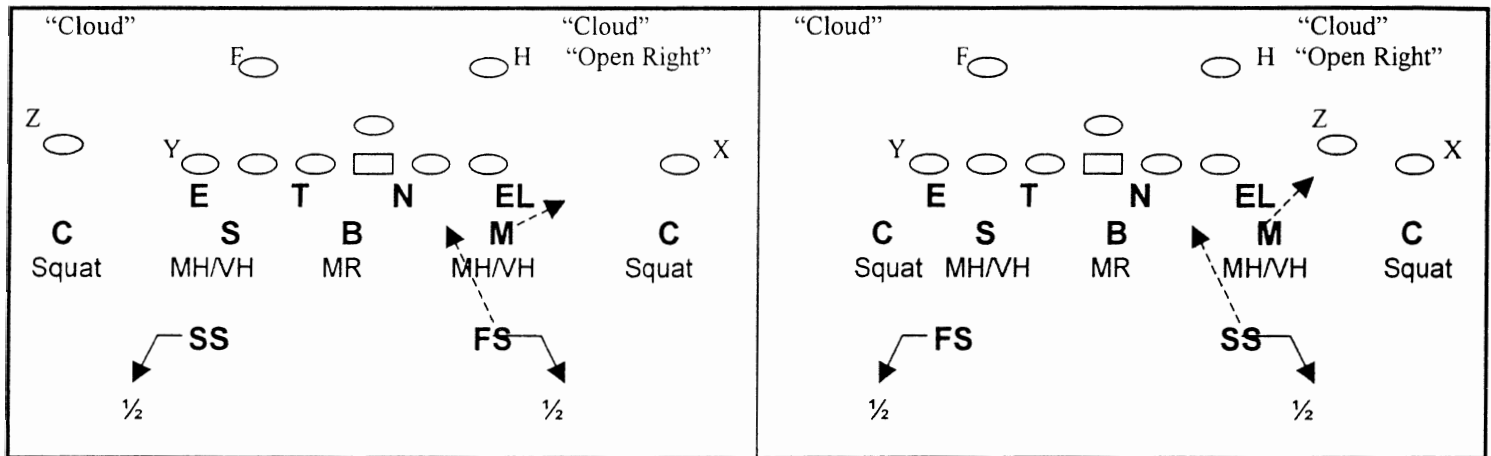
C

1/31/31/3

“BLUFF”

- Bluff Tells The Mac Linebacker And The Safety To The Open Side (Usually The FS) To Sugar Up And Show Frisco Fire Zone. Both Players Should Show Pressure And Then Get Back To Your Coverage Alignment.

Bluff Stack Tear 2



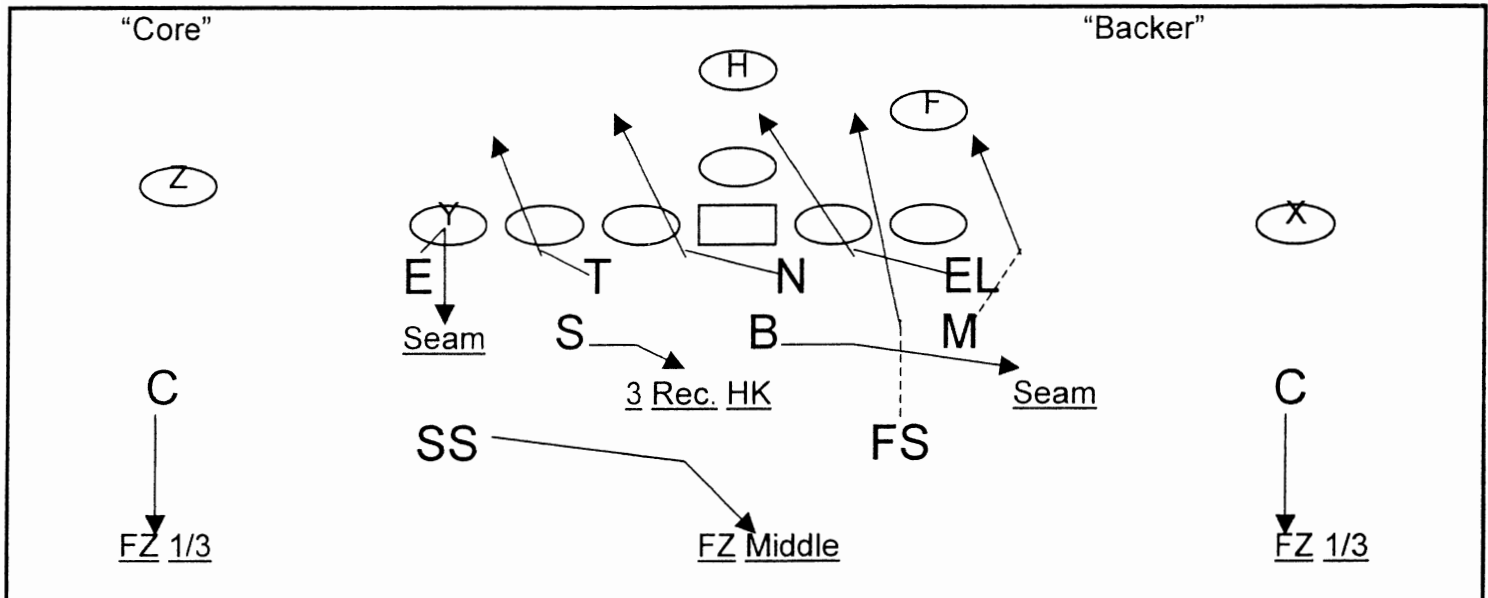
- “Show” Tells The Strong Safety To Show Torpedo Fire Zone

Stack Frisco Fire Zone

- Set The Front With A Open Call Away From The Tight End
- Elephant, Nose And Tackle Jet Away From The Open Call
- End You Are A Seam Player Align In A "9" Technique
- If We Check "Hook" The End Will Play 3 Receiver Hook And The Sam Will Play Seam
- Once We Check "Buck Go" The Call Stays Buck Go
- Open Safety Blitz The Open B Gap Unless There Is A Double D Gap Player Or A Removed #2. Then Check Buck Go And Play Seam
- Vs Ace 2x2 Or Any Double D Gap Check Buck Go.
- Free Safety Your Aiming Point Is The Inside # Of The Offensive Tackle. If The Tackle Blocks Out Hit The B Gap. If The Tackle Blocks Down Come Off His Hip

FAR I LEFT

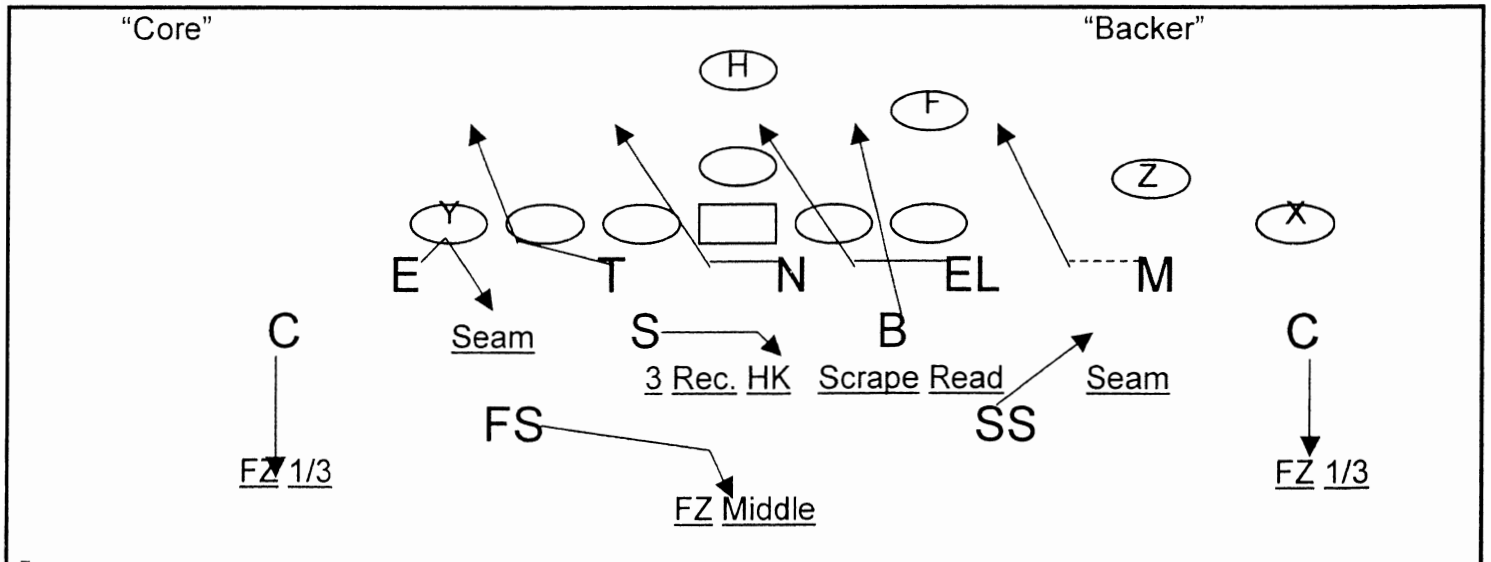
OPEN RIGHT



FAR I SLOT RIGHT

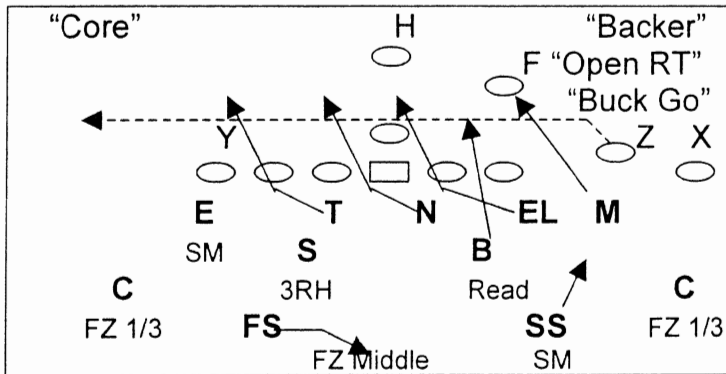
BUCK GO

OPEN RIGHT

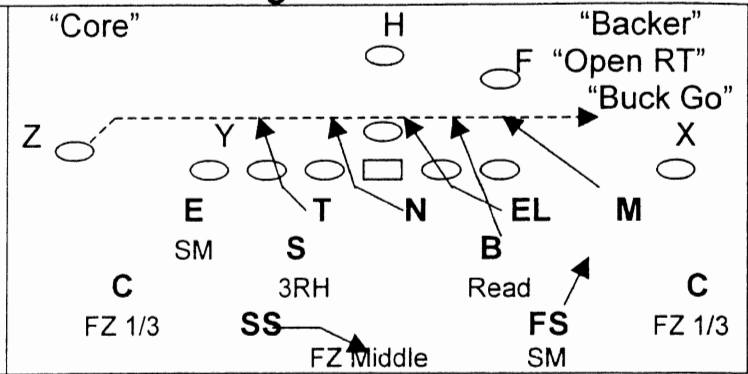


Stack Frisco Fire Zone

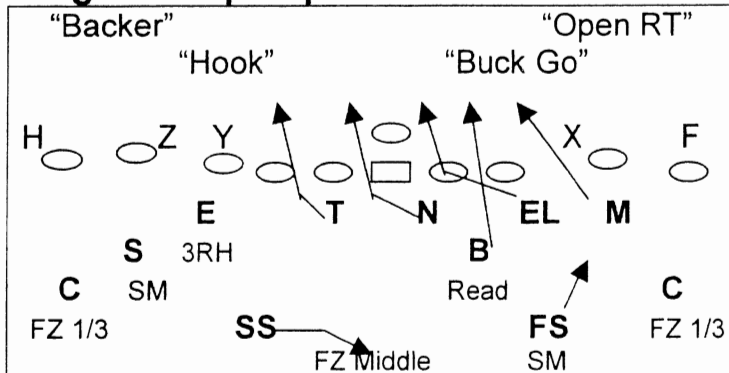
Far I Left Z Motion



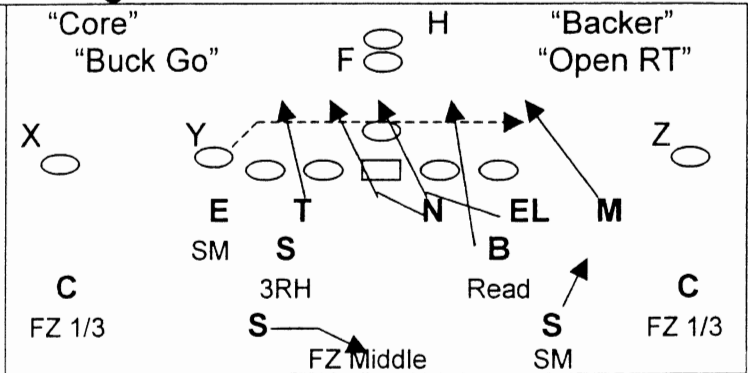
Far I Slot Right Z Motion



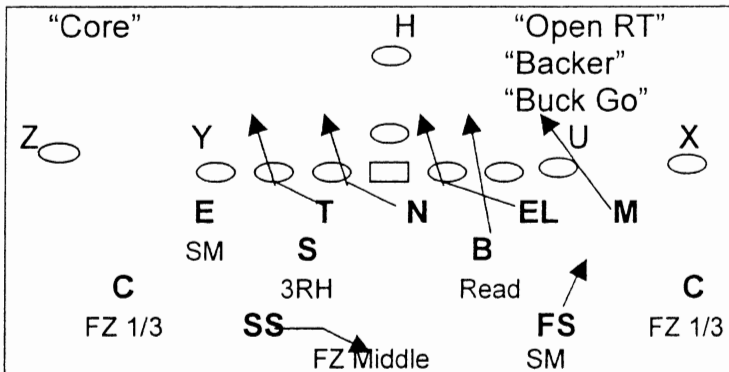
Regular Trips Spread Left



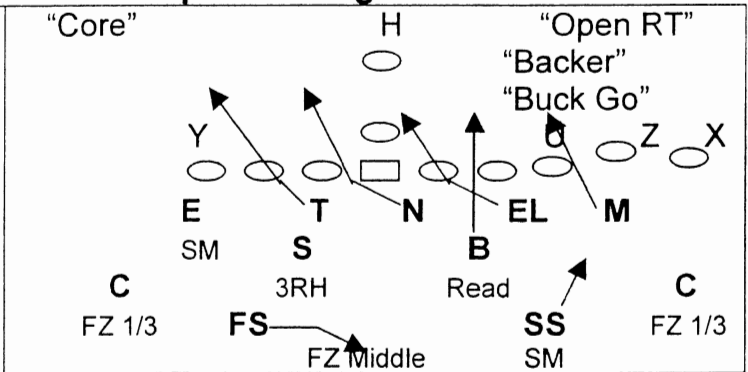
Regular I Rt Y Off Y Motion



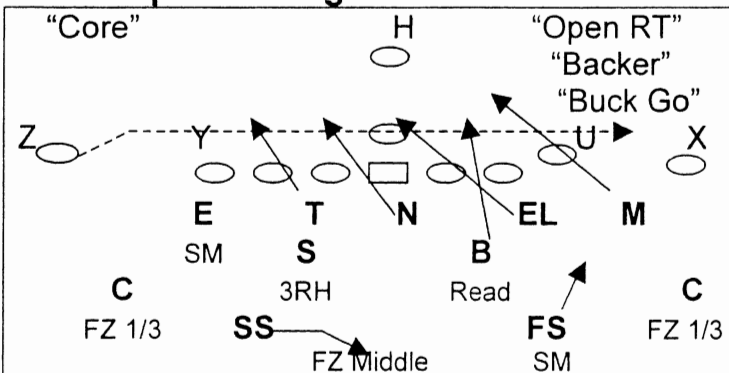
Ace Left



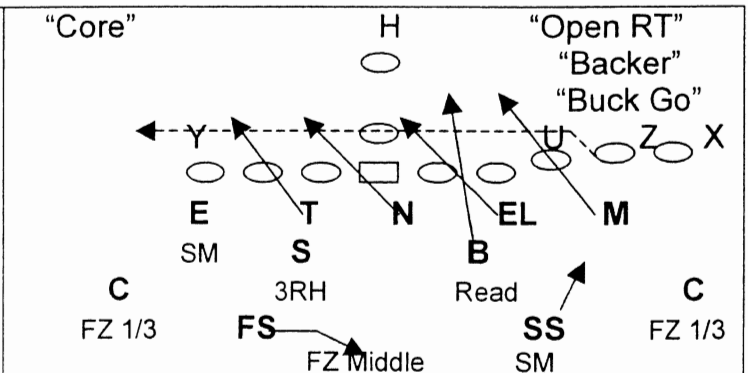
Ace Trips Slot Right



Ace Trips Slot Right Z Motion

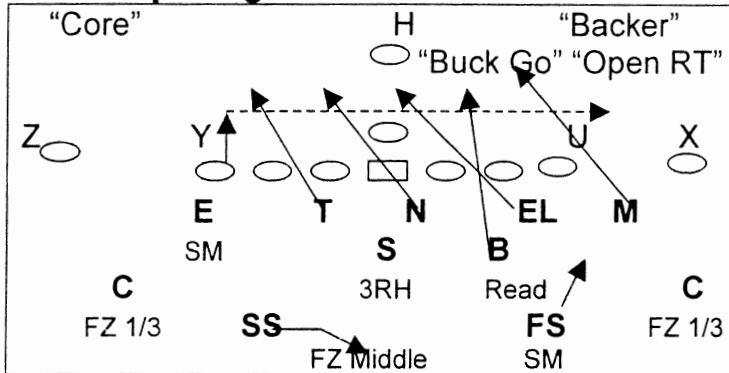


Ace Left Z Motion

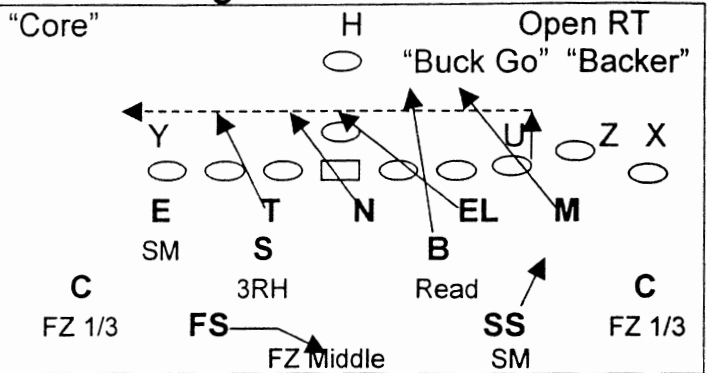


Stack Frisco Fire Zone

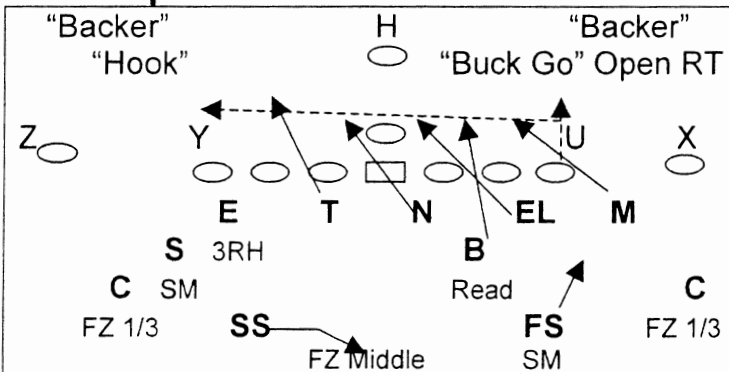
Ace Trips Right Y Off Y Motion



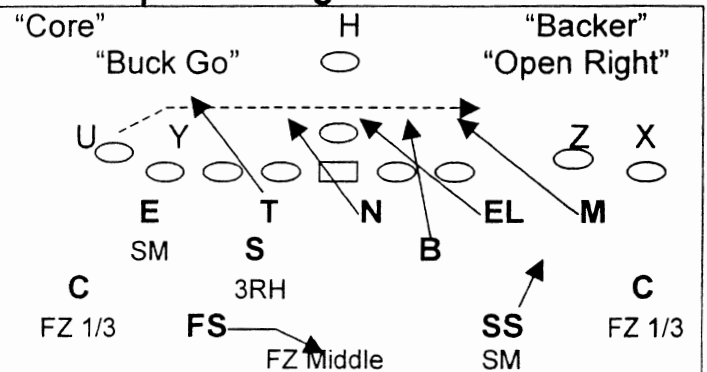
Ace Slot Right U Off U2



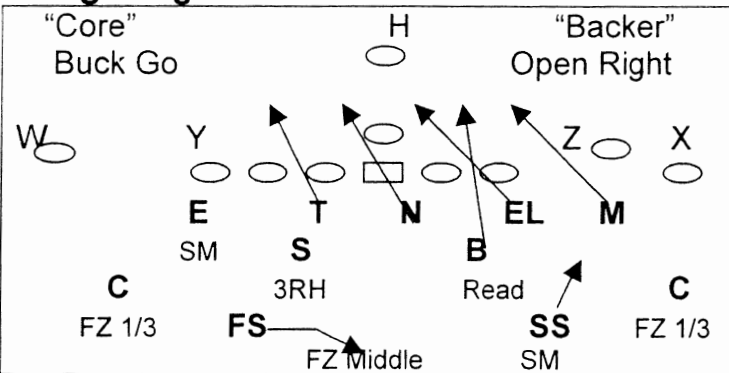
Ace Trips Left U Off U3



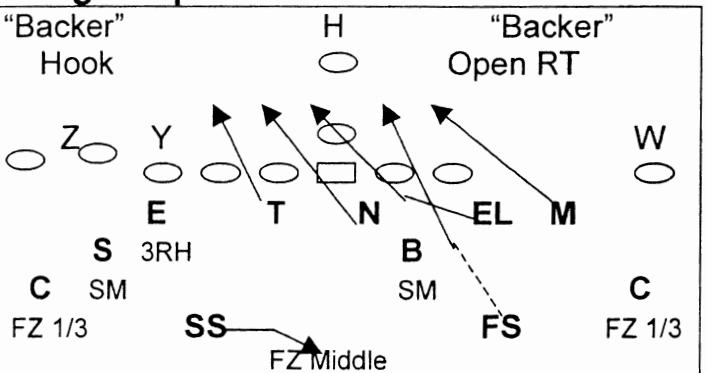
Ace Trips Slot Right U3



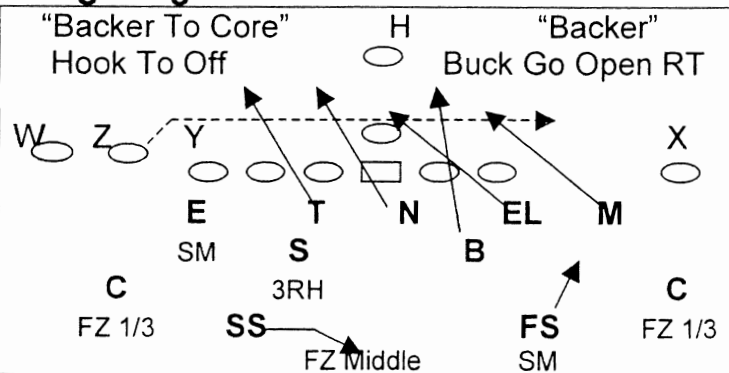
Kings Right



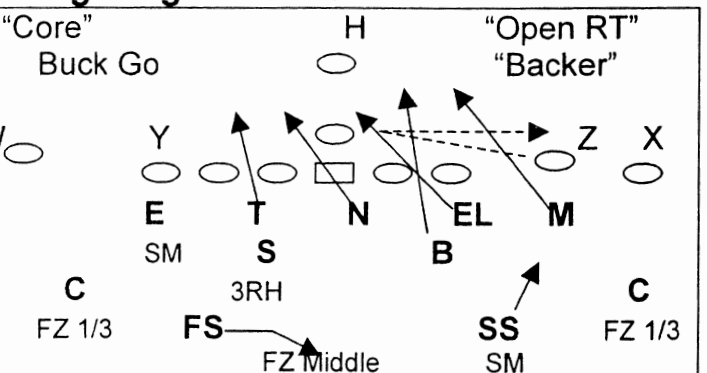
Kings Trips Left



Kings Right Z Motion

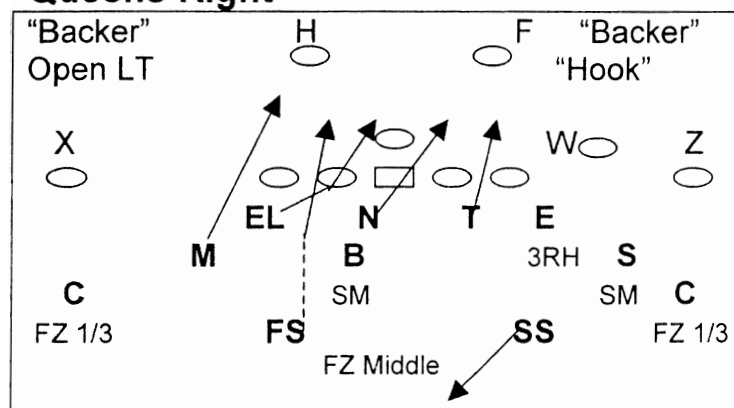


Kings Right Z Yo-Yo

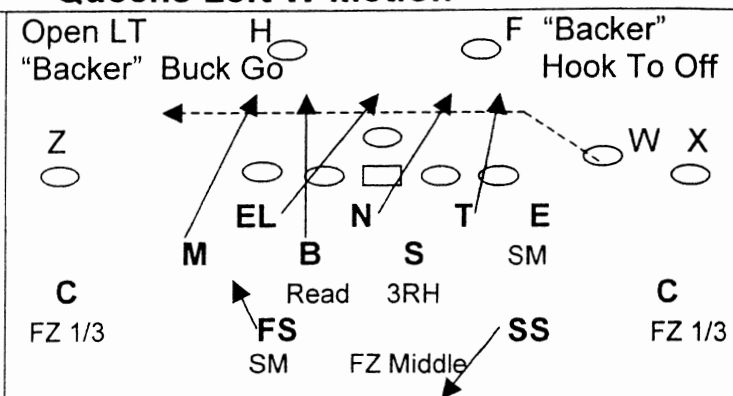


Stack Frisco Fire Zone

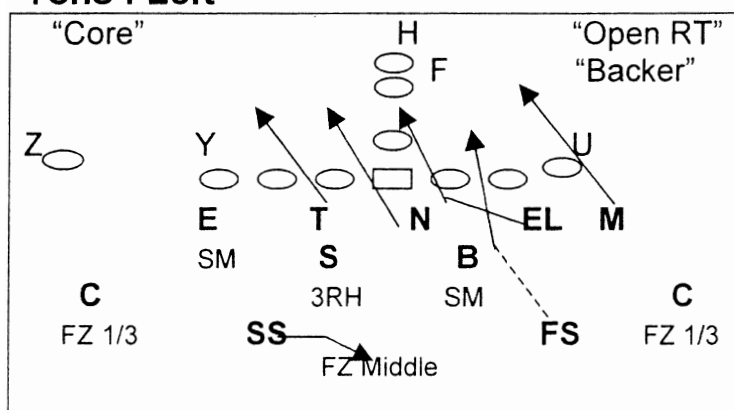
Queens Right



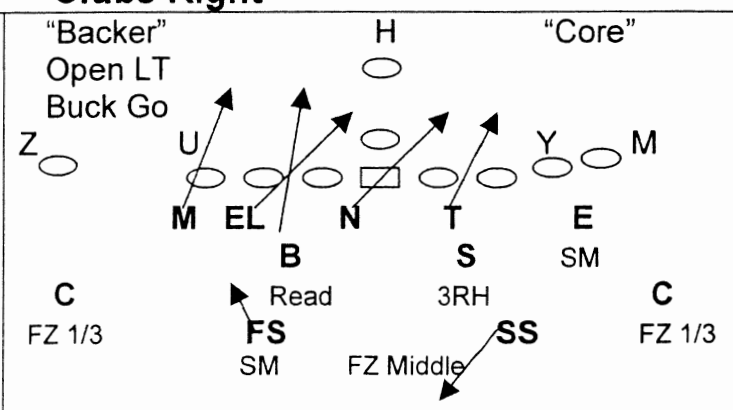
Queens Left W Motion



Tens I Left



Clubs Right

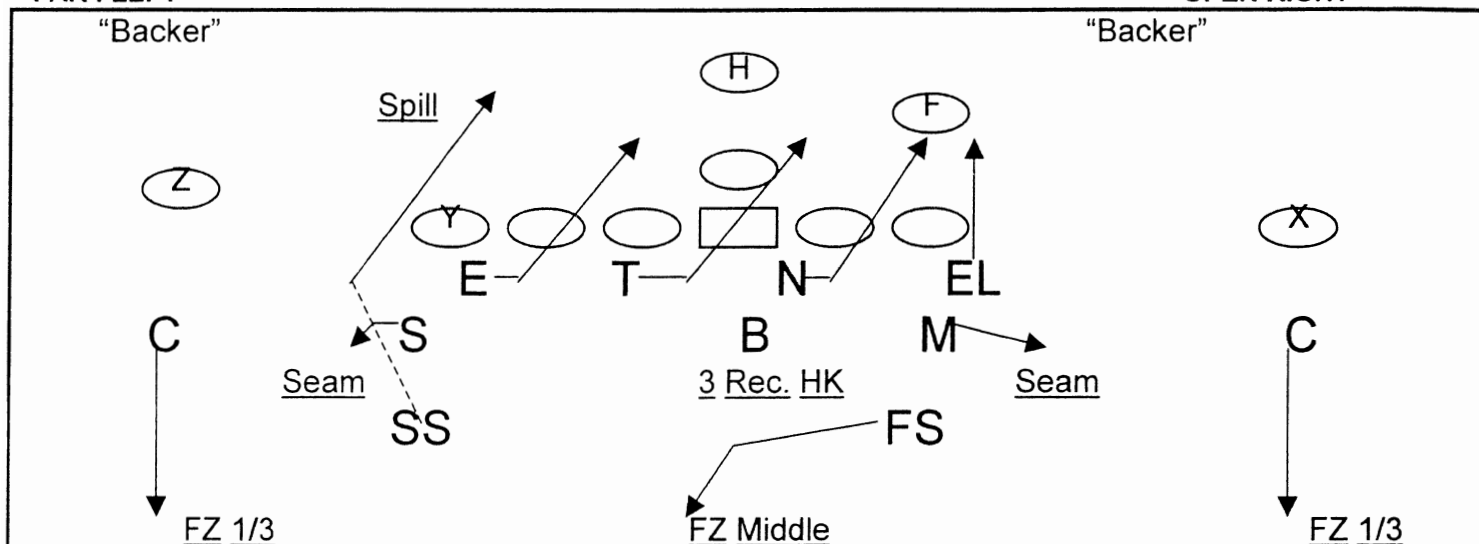


Stack Torpedo Fire Zone

- A Closed Side Fire Zone That Blitzes A Defender Off The Edge On A Spill Course From The Closed Side. Could Be The Safety, Corner Or Sam Depending On The Formation
- If A "Charlie" Or "Sam Go" Call Is Made Due To Formation. Charlie Stays On Until You Get Motion Across The Center
- Check "Charlie" Vs No Width To The Closed Side. Vs Motion Back To Width The Safety Will Give The Corner A Switch Call And Enter The Blitz. The Corner Will Go Back To Playing FZ 1/3
- Check "Sam Go" Vs Trips Or #2 Removed To The Closed Side (Y Flex, Queens)

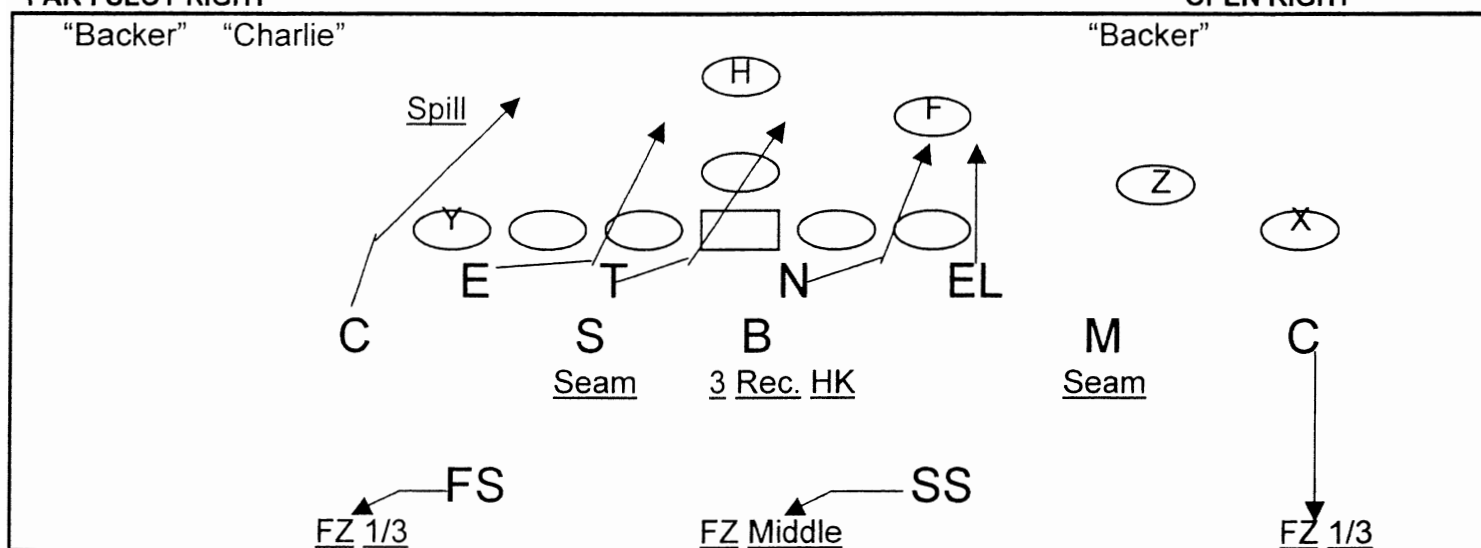
FAR I LEFT

OPEN RIGHT



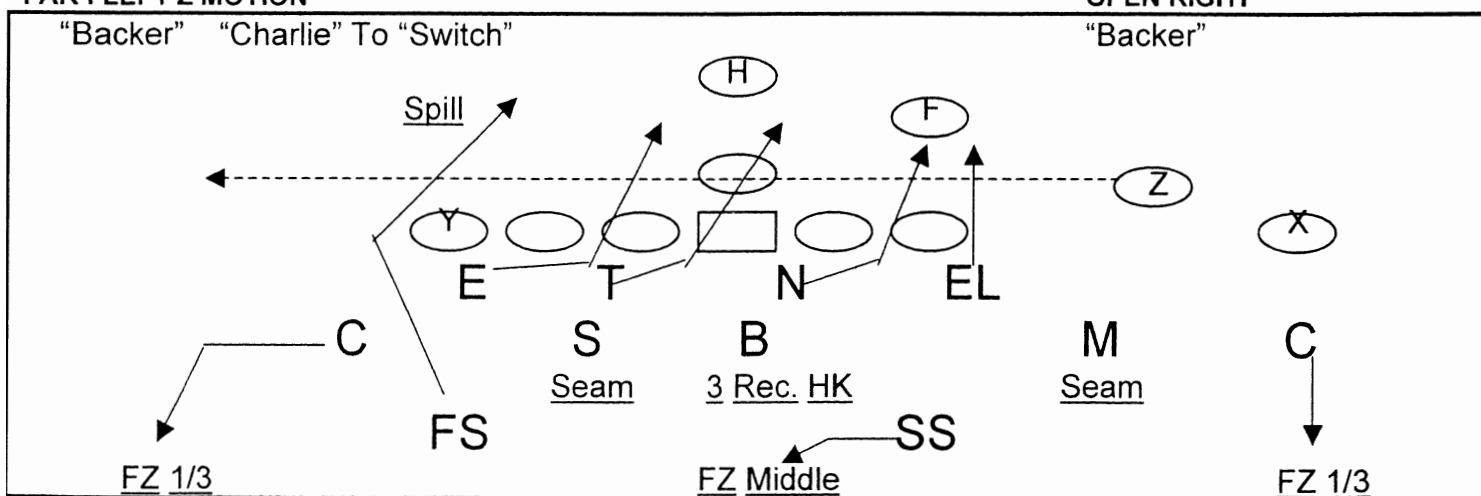
FAR I SLOT RIGHT

OPEN RIGHT

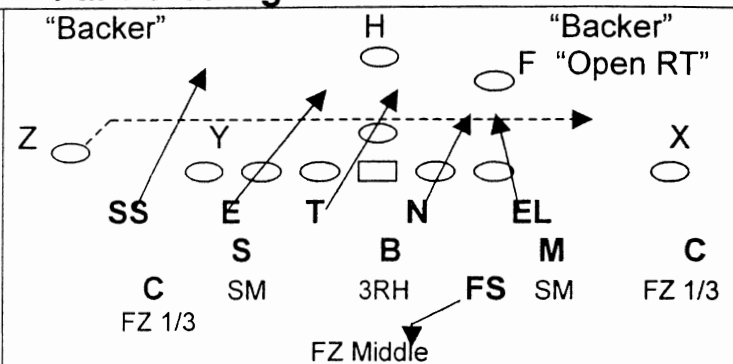


FAR I LEFT Z MOTION

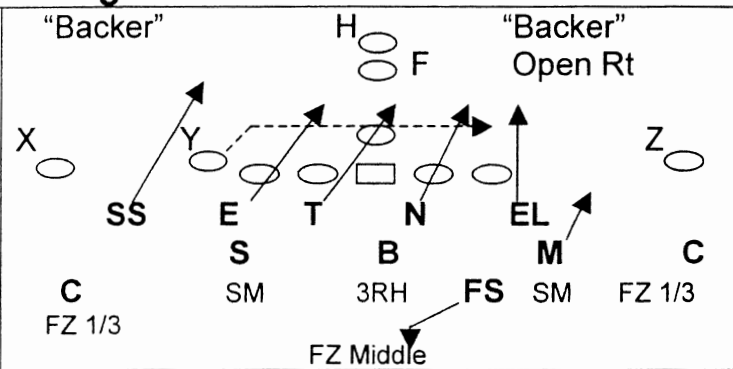
OPEN RIGHT



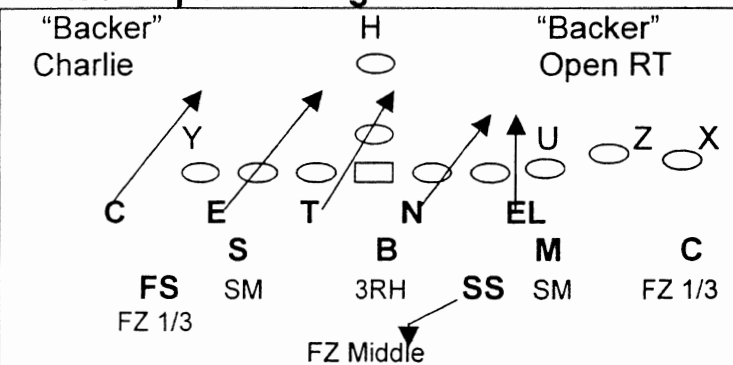
Far I Slot Right Z Motion



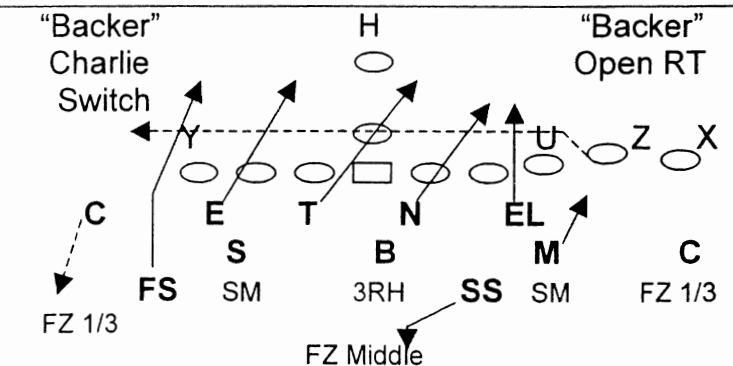
Regular | Rt Y-Off Y Motion



Ace Trips Slot Right

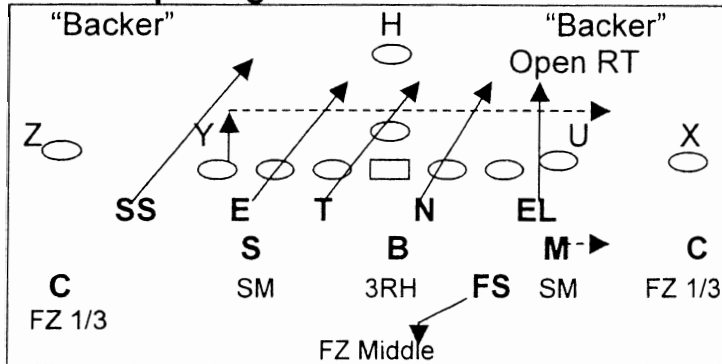


Ace Left Z Motion

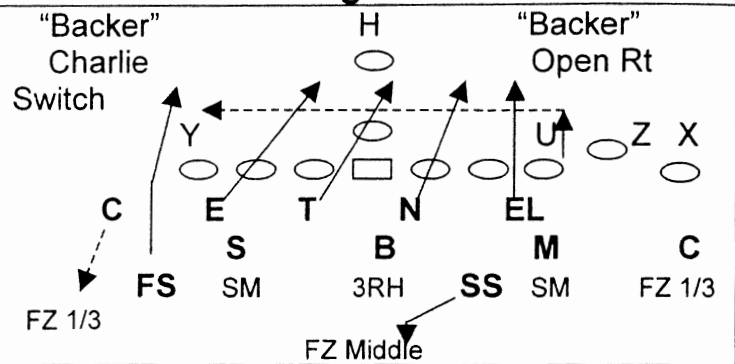


Stack Torpedo Fire Zone

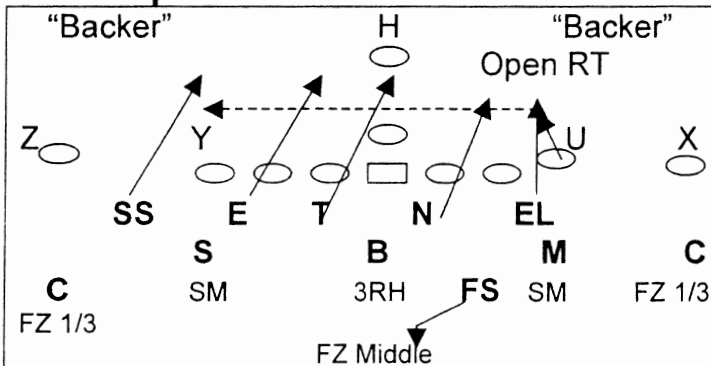
Ace Trips Right Y Off Y Motion



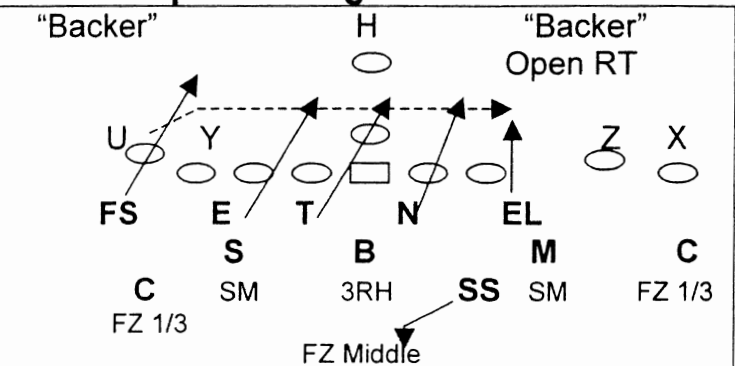
Ace Slot Right U Off U2



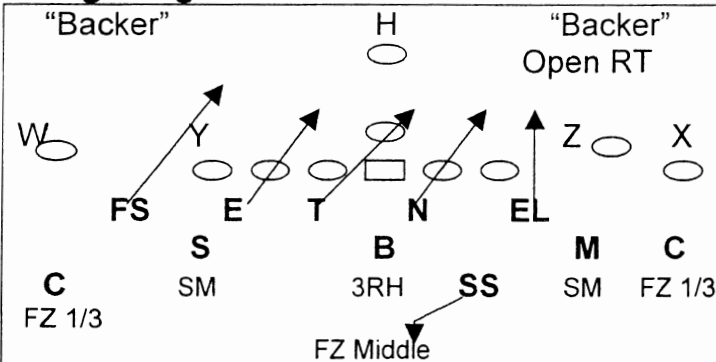
Ace Trips Left U Off U3



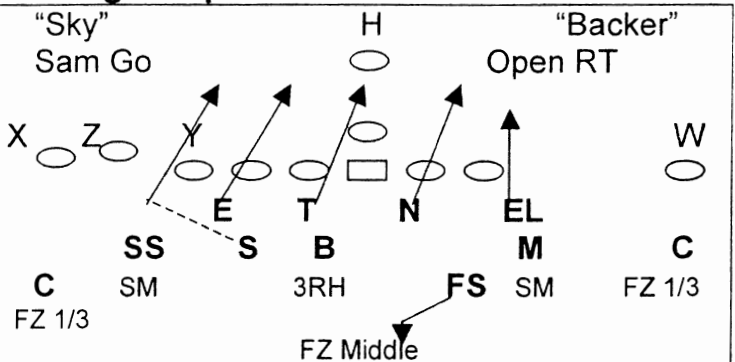
Ace Trips Slot Right U3



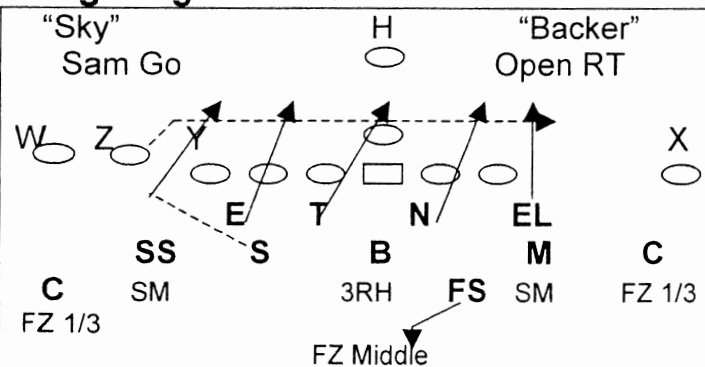
Kings Right



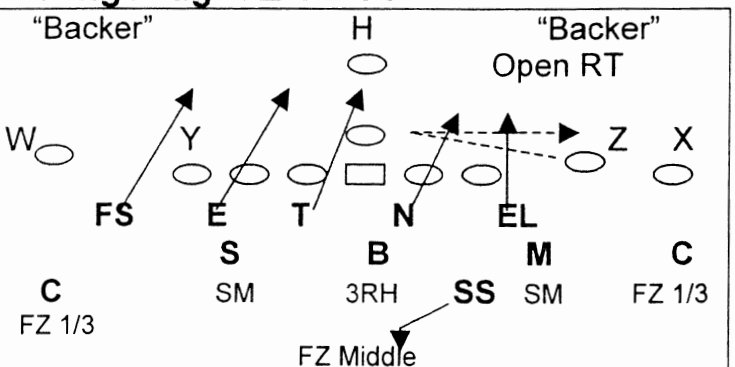
Kings Trips Left



Kings Right Z Motion

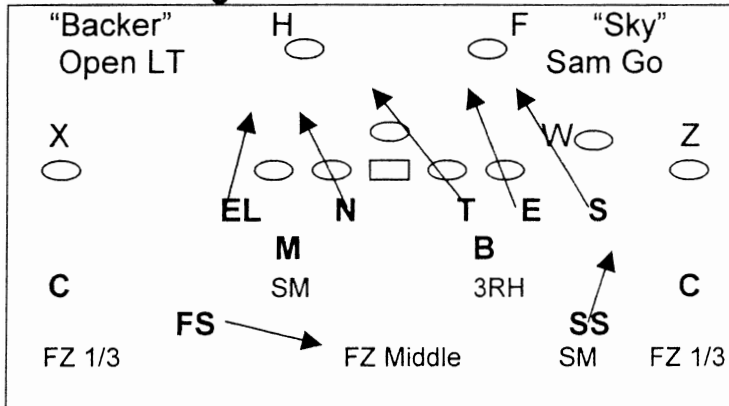


Kings Right Z Yo-Yo

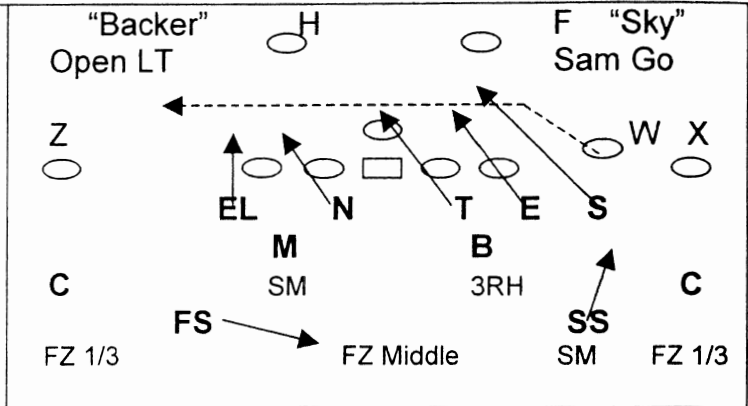


Stack Torpedo Fire Zone

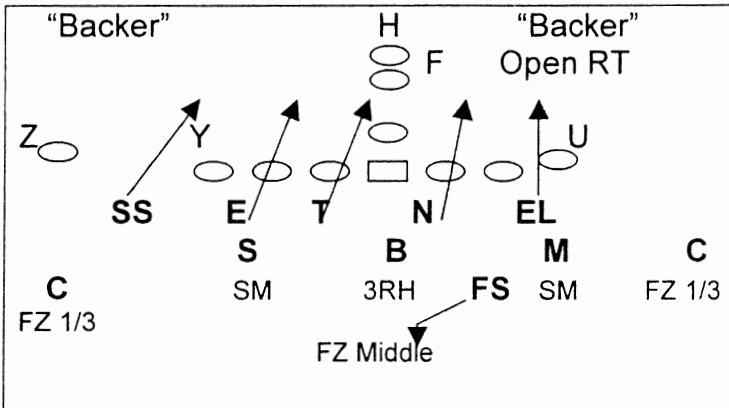
Queens Right



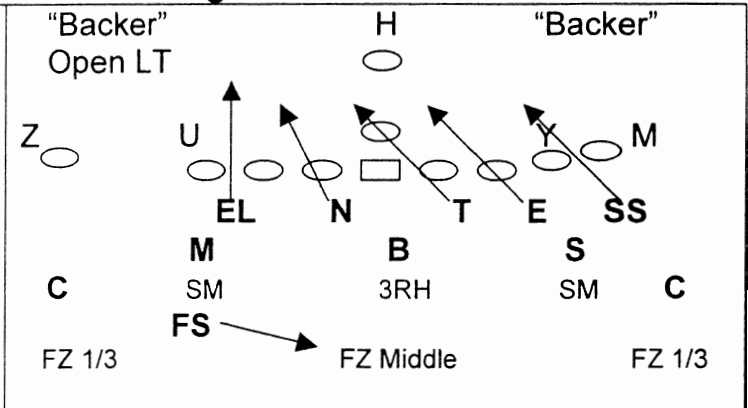
Queens Left W Motion



Tens I Left

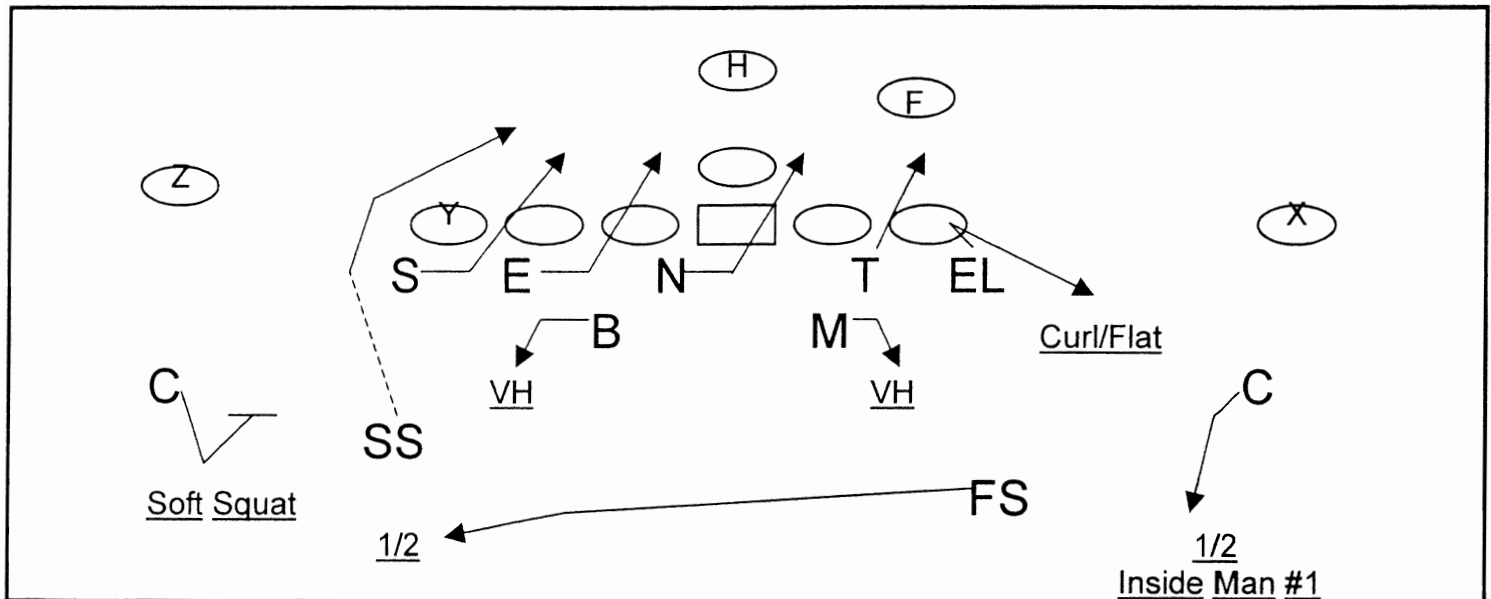


Clubs Right



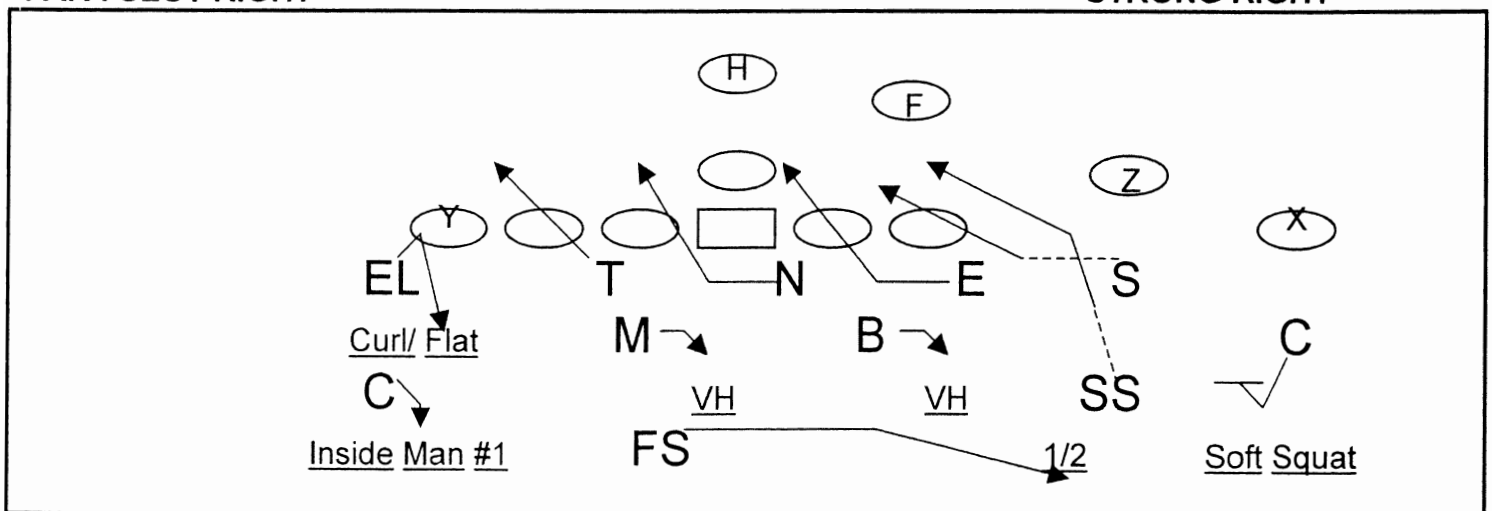
- FAR I LEFT**

STRONG LEFT



FAR I SLOT RIGHT

STRONG RIGHT

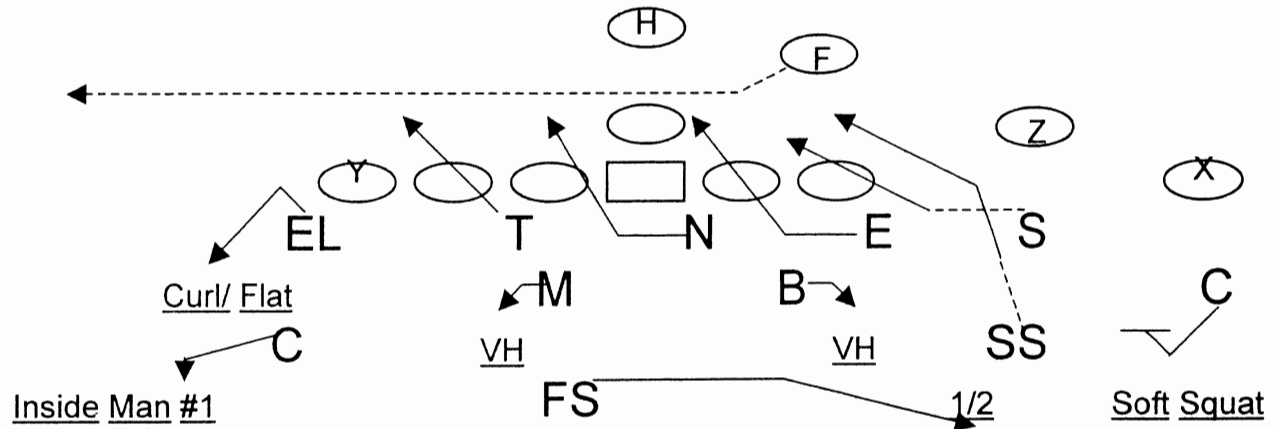


Strong Storm 2 Z

FAR I SLOT RIGHT F WIDE F2

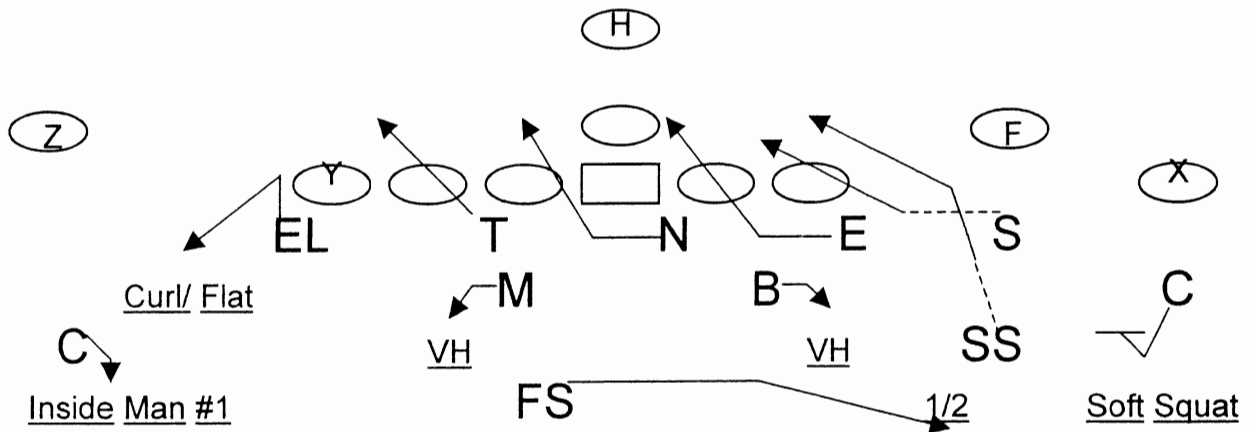
STRONG RIGHT

"PLAY IT" - "PLAY IT"



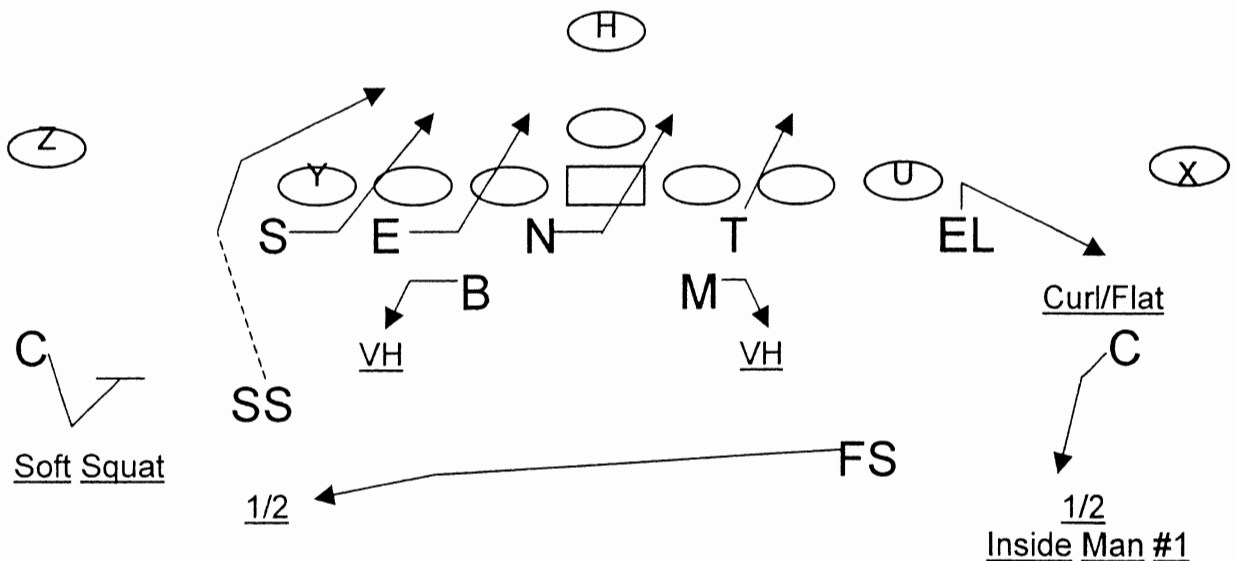
TWIN LEFT F CRACK

STRONG RIGHT



ACE LEFT

STRONG LEFT

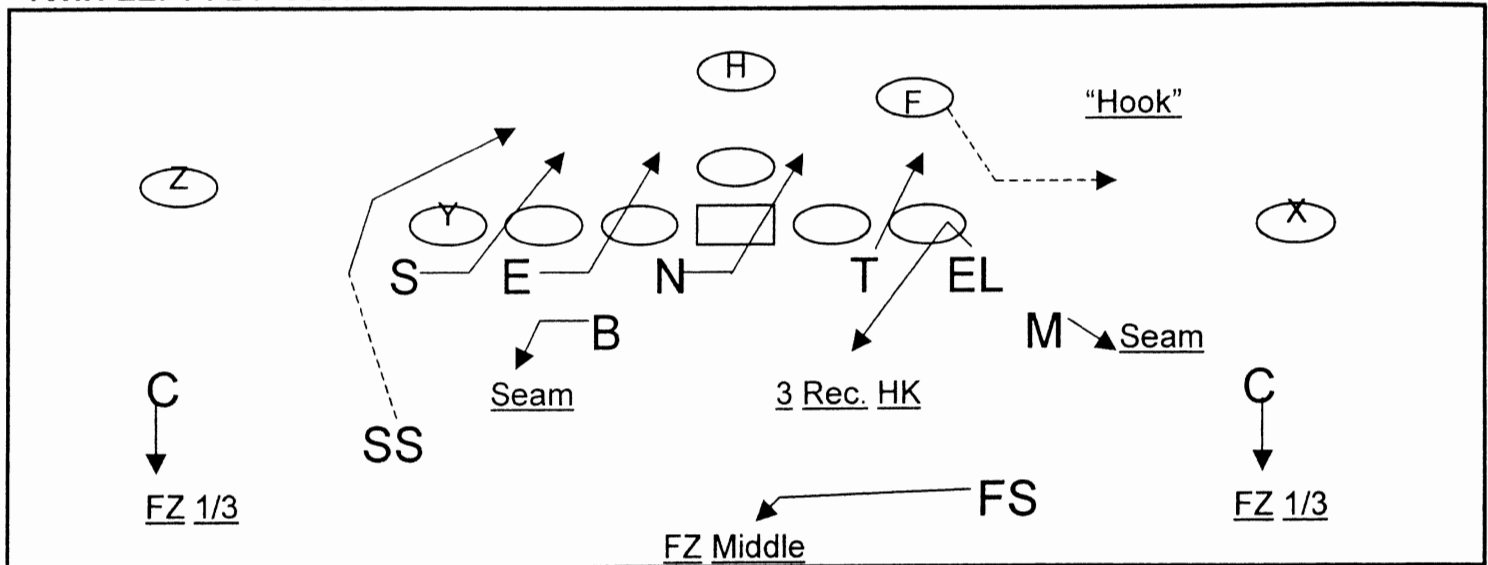


Strong Storm 2 Z Adjustments

TWIN LEFT F2 F CRACK

STRONG LEFT

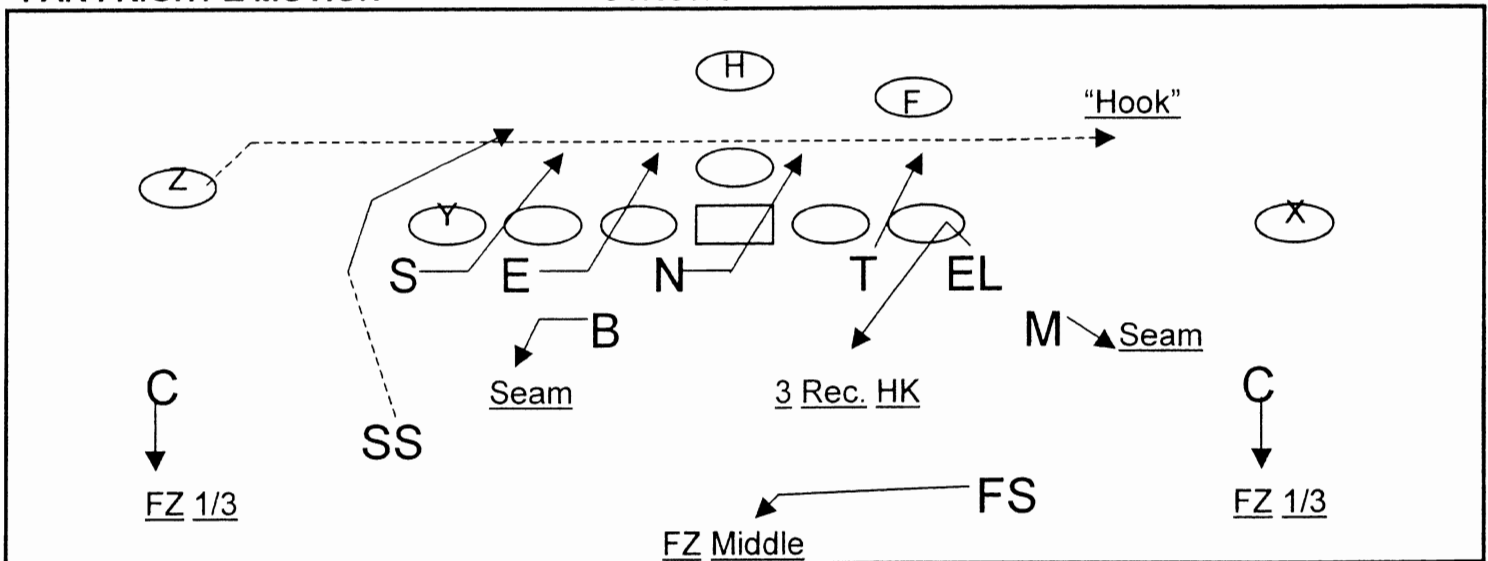
CHECK "Z"



FAR I RIGHT Z MOTION

STRONG LEFT

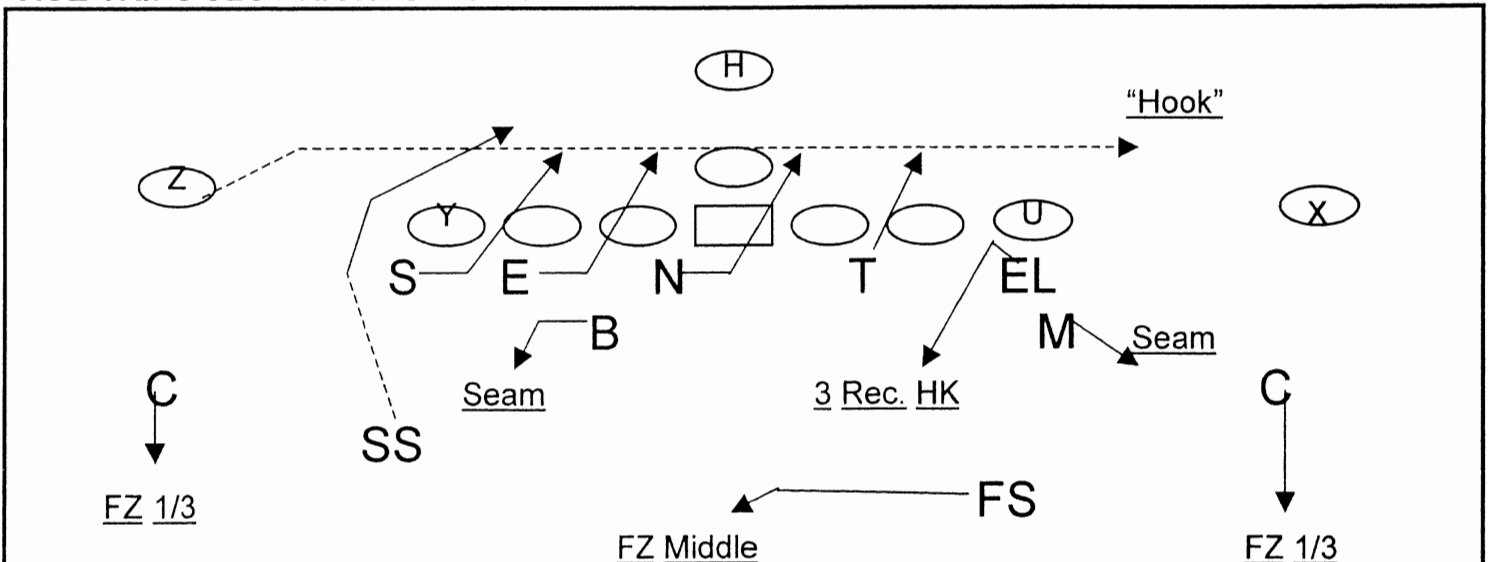
CHECK "Z"



ACE TRIPS SLOT RIGHT Z MOTION

STRONG LEFT

CHECK "Z"

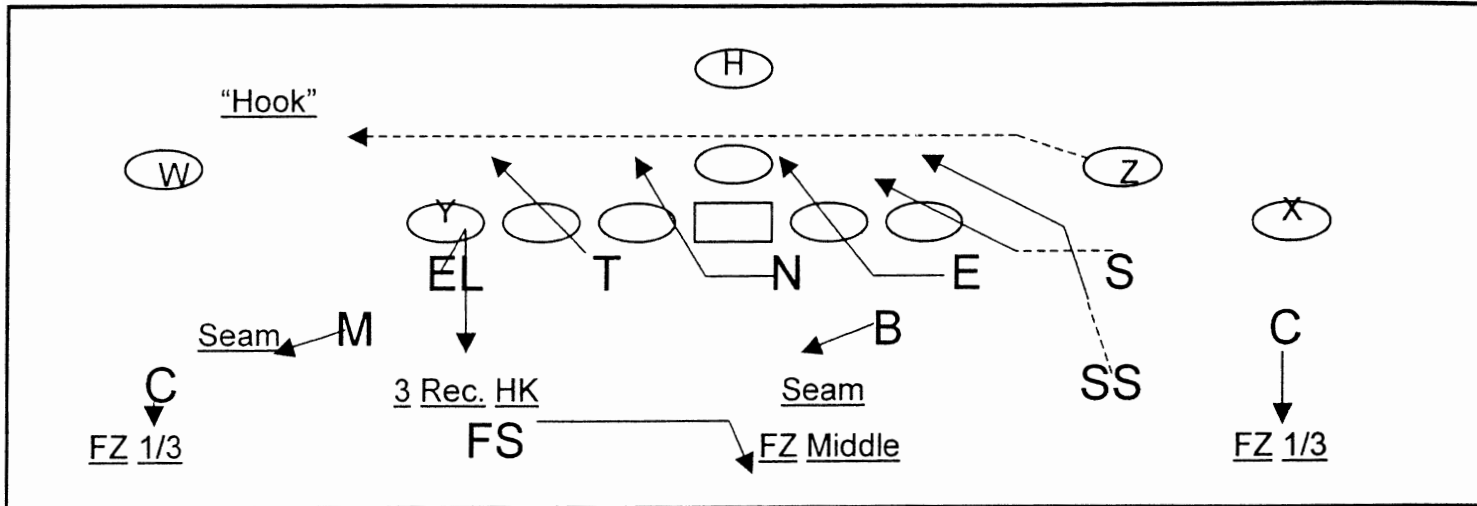


Strong Storm 2 Z Adjustments

KINGS TRIPS Z MOTION

STRONG RIGHT

CHECK "Z"



OPEN BEAR COVER 1

A Dog with the Mac And Elephant both rushing in an effort to have an overload to the open side of the formation. We will always have a Safety Free in the middle Post.

ELEPHANT -

Dog to Force and Contain. Squeeze All Blocks

MAC -

Dog in Designated gap by Front Call

BUCK -

Cover Back to TE side.

Always cover the remaining Back versus any 1 Back set. Safeties will always pick up backfield motion. Possible "Tango" Call Vs. Off Set Back Closed. Possible Swap With Mac Based On Far Coverage Alignment.

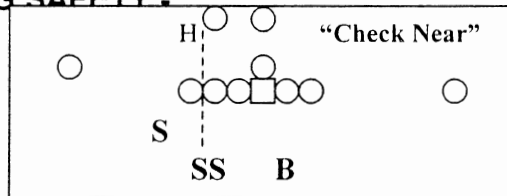
SAM -

Cover TE man to man. Possible "Tango" Call

CORNERS -

Cover X and Z man to man versus Regular and Ace Personnel (2WR). Run with and cover any change of strength motion. Play inside or outside technique based on split of WR. Play In-to-Out Technique on Slot receiver

STRONG SAFETY -



Versus any 2 Back Set or a 1 Back Set with the Back Displaced to the open side, the SS will be free in the Post.

Versus a 1 Back Set with the Back displaced to the TE, the SS will cover the Back

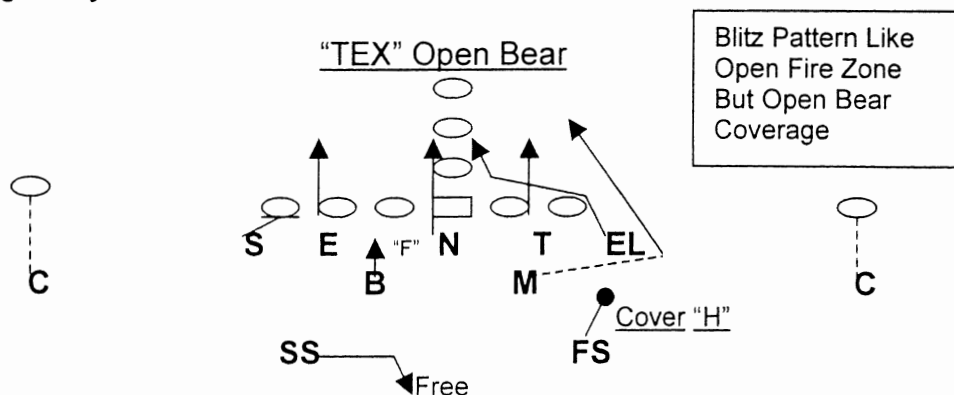
FREE SAFETY -

Versus any 2 Back Set or 1 Back set with the Back displaced to the open side, the FS will cover the open side Back

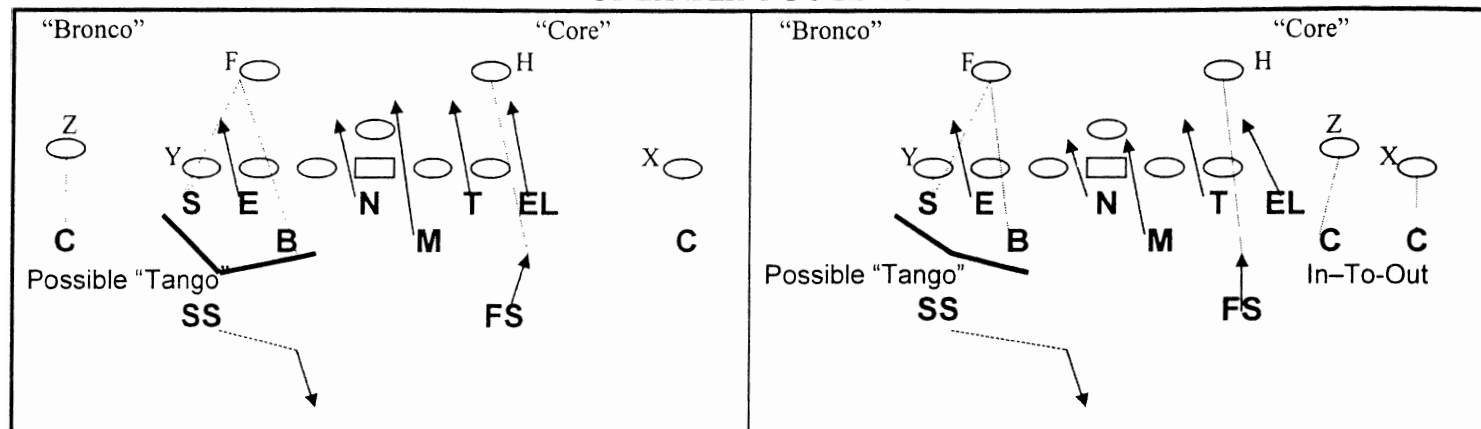
Versus any 1 Back Set with the Back displaced to the TE side, the FS will Free up in the Post.

* Versus Y Flex or Y Off, Y motion – Same Adjustments as Cover 7 except you have 2 linebackers covering

- Versus Near strong Safety will "Check Near" And cover the HB. Closed Side backers will take the Tight End And Full Back.



OPEN BEAR COVER 1



Position	Alignment	Key	Run Responsibility	Pass Responsibility
Elephant	9 Alignment	<ul style="list-style-type: none"> Through Lineman To Backs 	Run To: Force Run Away: Reverse	Contain Rush
Mac	Head Up On Guard 3 1/2 - 4 Yards Deep	<ul style="list-style-type: none"> Through Linemen To Back 	Dog In Assigned Gap	Dog In Assigned Gap
Buck	Head Up On Guard 3 1/2 - 4 Yards Deep	<ul style="list-style-type: none"> Through Linemen To Back 	Depends On Front Call	Vs. Offset Back – Possible Tango Technique With SAM Vs. At Home Back - Lock Up On Back <ul style="list-style-type: none"> CP - Inside Man Technique CP - POST Help
Sam	9 Alignment	<ul style="list-style-type: none"> Through TE To Near Back 	Run To: Force Run Away: Reverse	Vs. Offset Back – Possible Tango Technique With Buck Vs 1 Back Or Offset Back. <u>Not I Backs</u> Vs. At Home Back - Lock Up On TE <ul style="list-style-type: none"> CP - Post Help
Corners	Inside Or Outside Shoulder X-8-10 Yards Or Press On WR	<ul style="list-style-type: none"> Off - 3 Step Drop Press - Man 	Run To: Secondary Force Run Away: Arc	Cover WR Man / Man Technique Off Split <ul style="list-style-type: none"> CP - Press Vs. Slot - Inside To Outside Technique
Strong Safety	Disguise As 2 Deep And Move Late	<ul style="list-style-type: none"> Through Uncovered Lineman To Backs 	Run To: Fill Run Away: Fill	<ul style="list-style-type: none"> Vs. 2 Back Set Or 1 Back Set With Back Set To Open Side SS Free In The Post. Vs. 1 Back Set With Displaced Back Set To TE - Cover Displaced Back
Free Safety	Disguise As 2 Deep And Move Late	<ul style="list-style-type: none"> Through Uncovered Lineman To Backs 	Run To: Fill Run Away: Backside Leverage	<ul style="list-style-type: none"> Vs. 2 Back Set Or 1 Back Set With Displaced back To Open Side - FS Cover Open Back Vs. 1 Back Set With Displaced back Set To TE - Free In Post

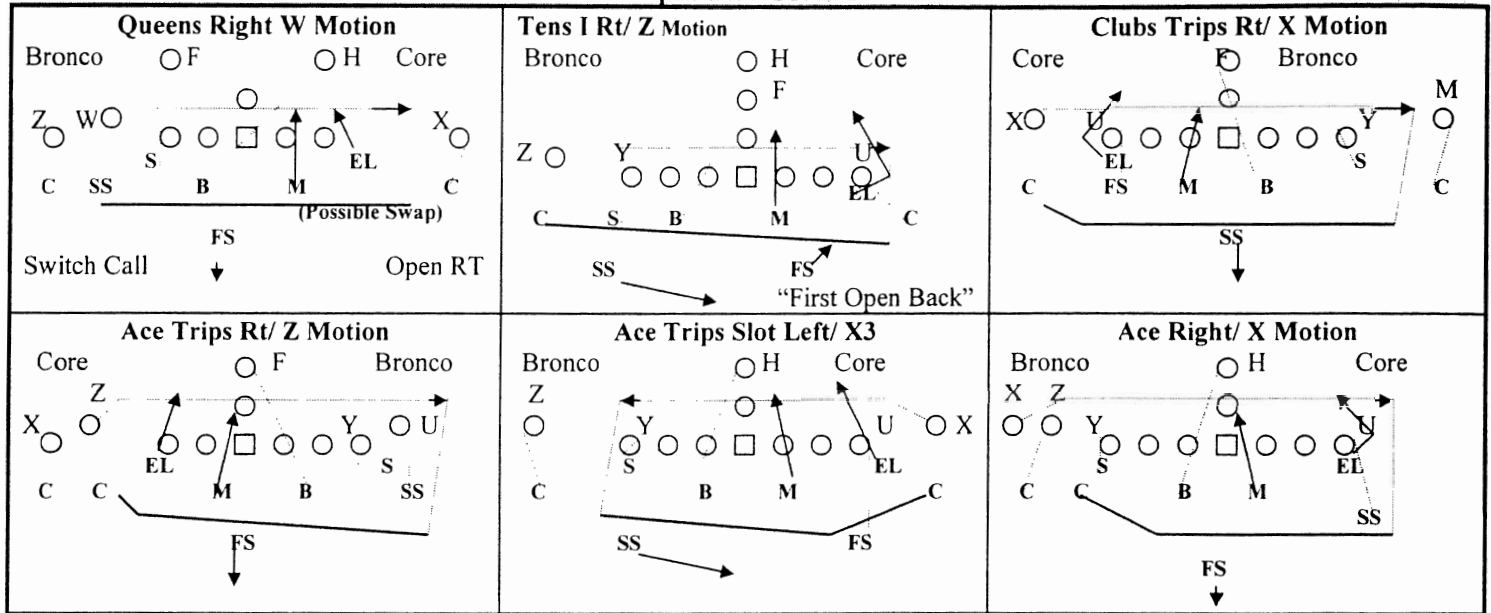
OPEN BEAR COVER 1

<p>Split Left</p>	<p>Twin Left</p>	<p>Trips Left</p>
<p>Split Slot Left</p>	<p>Twin Slot Left</p>	<p>Trips Slot Left</p>
<p>Twin Left/ H - Crack</p>	<p>Twin Left/ H Wide</p>	<p>Twin Slot Left/ H Wide</p>
<p>Trips Left/ H Crack</p>	<p>Trips Left/ H Wide</p>	<p>Trips Slot Left/ H Wide Weak</p>
<p>Ace Left</p>	<p>Ace Trips Slot Left/ U - Wide</p>	<p>Ace Trips Slot Left</p>
<p>Kings Left</p>	<p>Kings Trips Left</p>	<p>Kings Trips Speed Left</p>

Open Bear Cover 1

<p>Queens Left</p> <p>"Bronco" ○ F ○ H "Core"</p> <p>Switch Call</p> <p>Open RT</p>	<p>I Left/ Y - Trey</p> <p>"Bronco" ○ H ○ F "Core"</p> <p>Open Right</p>	<p>Twin Slot Left/ H - Wide/ Z - Deuce</p> <p>Core ○ F Bronco</p> <p>Switch Call</p>
<p>Split Slot Rt/ Z Motion</p> <p>Bronco ○ F ○ H Core</p> <p>Possible Tango</p> <p>FS</p> <p>SS</p>	<p>Trips Lt/ H3</p> <p>Bronco ○ F Core</p> <p>SS</p> <p>FS</p>	<p>Twins Left F2</p> <p>Bronco ○ H Core</p> <p>SS</p> <p>FS</p>
<p>Split Right Z Motion</p> <p>Core ○ F Bronco</p> <p>FS</p> <p>SS</p> <p>Tango Possible</p>	<p>Twin Slot Lt/ H2</p> <p>Core ○ F Bronco</p> <p>FS</p> <p>SS</p> <p>Tango Possible</p>	<p>Trips Slot Left F3</p> <p>Core ○ H ○ F Bronco</p> <p>FS</p> <p>SS</p> <p>Possible Swap</p>
<p>I RT/ Y Off/ Y Motion</p> <p>Bronco ○ F Core</p> <p>SS</p> <p>FS</p> <p>FS Take Y Motion</p>	<p>Kings Trips/ Y Off/ Y3</p> <p>Bronco ○ H Core</p> <p>FS</p> <p>SS</p> <p>Backers Take Motion</p>	<p>Twins Slot Rt/ Z Motion</p> <p>Bronco ○ F Core</p> <p>FS</p> <p>SS</p>
<p>Ace Trips Slot Right/ Z Motion</p> <p>Bronco ○ F Core</p> <p>FS</p> <p>SS</p>	<p>Ace Trips Lt/ U Wide/ Z Motion</p> <p>Bronco ○ F Core</p> <p>FS</p> <p>SS</p>	<p>Ace Trips Rt/ Y Off/ Y Motion</p> <p>Bronco ○ F Core</p> <p>FS</p> <p>SS</p> <p>(Possible Closed Right)</p>
<p>Kings Trips Rt/ Z Motion</p> <p>Core ○ F Bronco</p> <p>FS</p> <p>SS</p>	<p>Kings Trips Speed/ W3</p> <p>Core ○ F Bronco</p> <p>FS</p> <p>SS</p>	<p>Kings Lt/ Z2</p> <p>Core ○ H Bronco</p> <p>FS</p> <p>SS</p>

Open Bear Cover 1

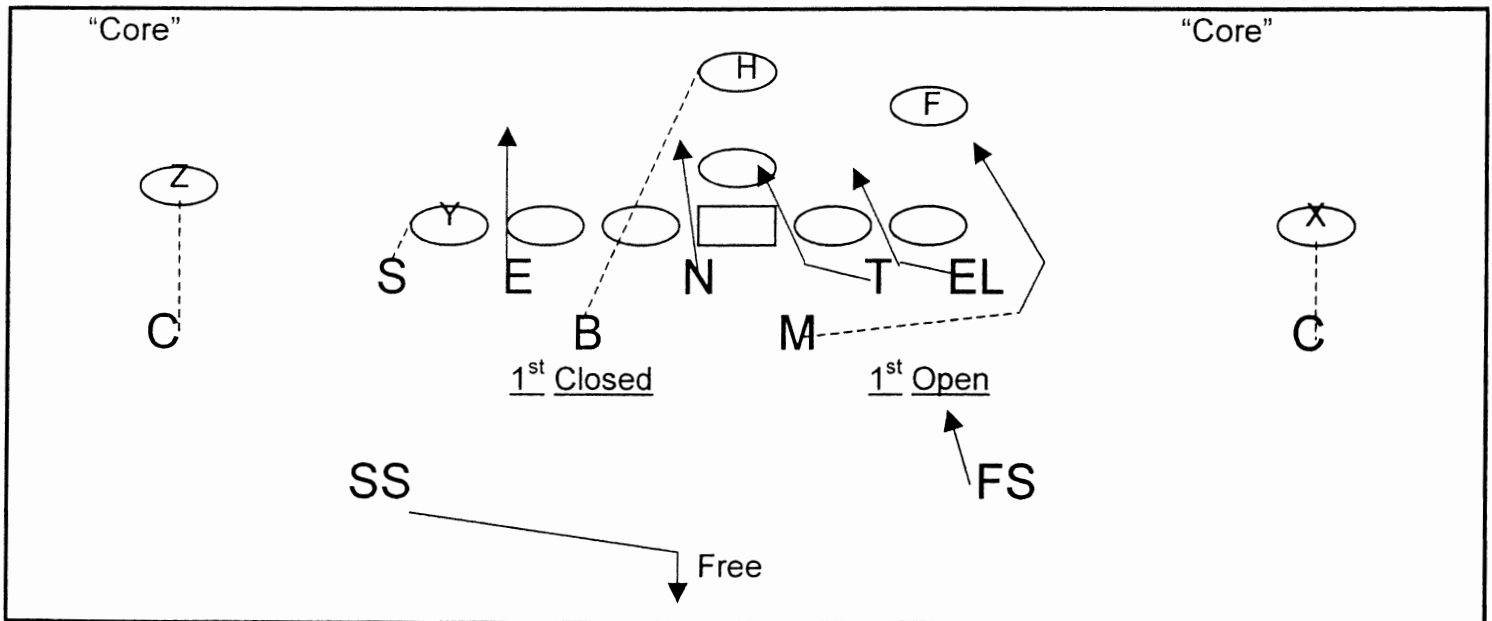


Wide Freeze Open Bear 1

- Align In A Wide Front. Set The Defense With An Open Call.
- Tackle And Elephant Run A Freeze Stunt.
- Nose No Contain Vs Pass. Stay In Your Gap.
- Mac Rock Outside And Contain Rush

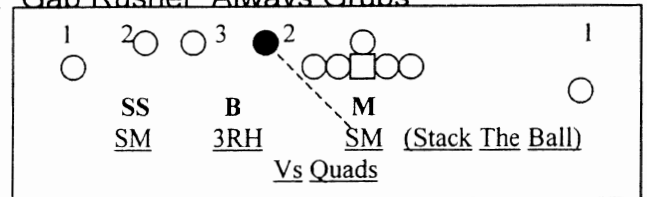
FAR I LEFT

OPEN RIGHT



Scalp Fire Zone

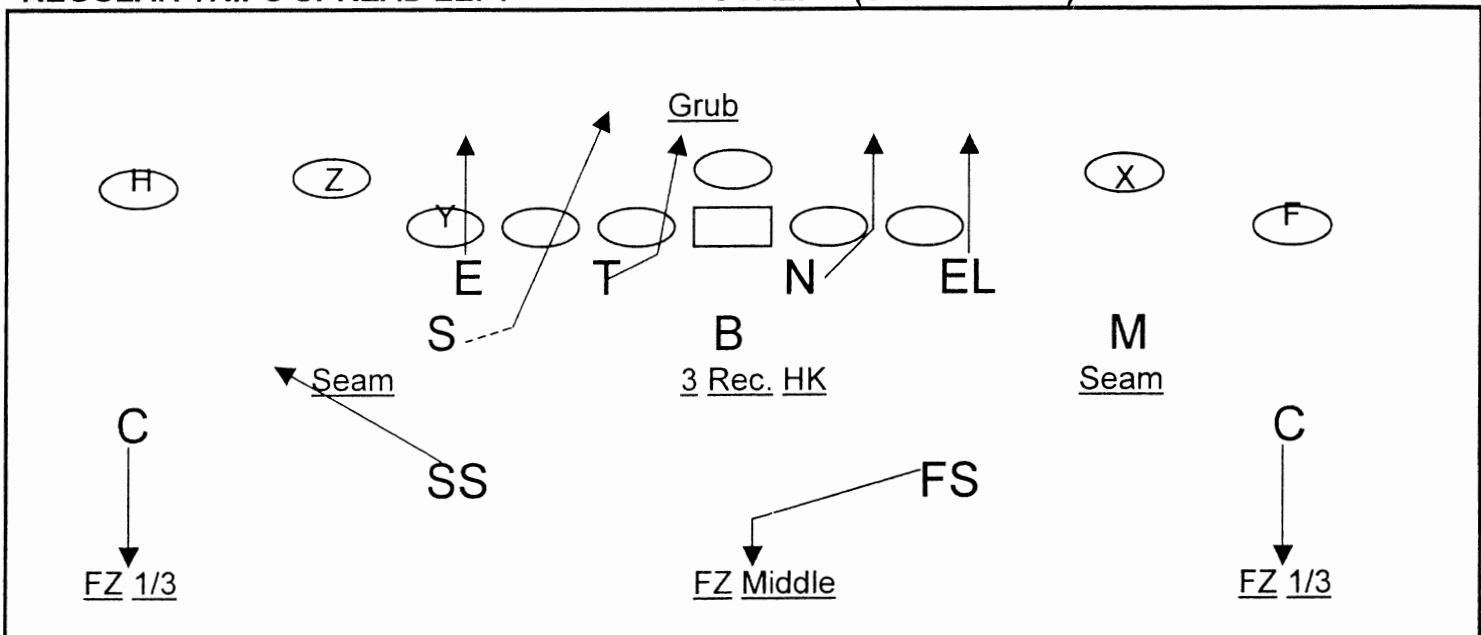
- Set The Defense With An Open Call. This Will Be Our Empty Check Vs Base
- Blackboard Coverage In The Secondary
- Closed End Play In A "5" Or "7" Technique. (Wide/ Stack)
- Tackle And Nose If We Are In A Stack Defense Jet One Gap To The Open Call. If We Are In A Wide Front Stay In Your Gaps. Closed Side "A" Gap Rusher Always Grubs
- Elephant Free Rush
- Strong Safety And Mac Play Seam
- Buck Play 3 Receiver Hook
- Sam Blitz The "B" Gap



REGULAR TRIPS SPREAD LEFT

"SCALP" (STACK CALL)

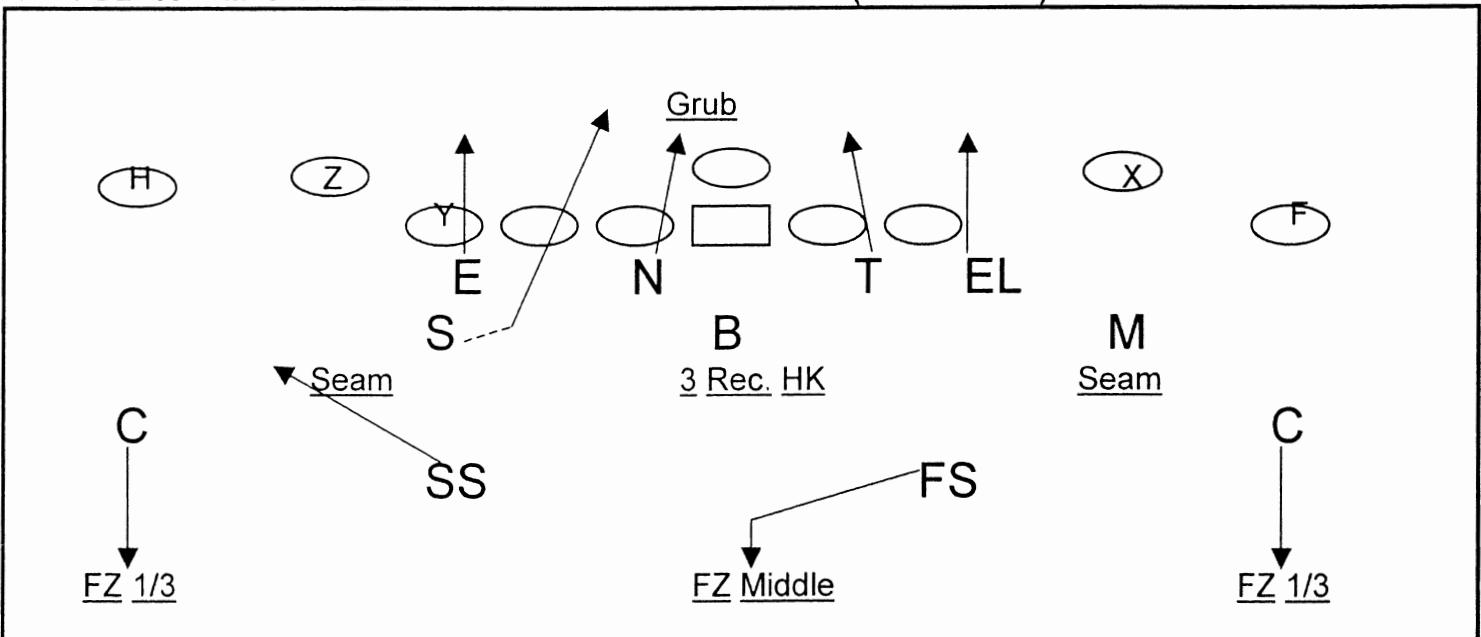
OPEN RIGHT



REGULAR TRIPS SPREAD LEFT

"SCALP" (WIDE CALL)

OPEN RIGHT



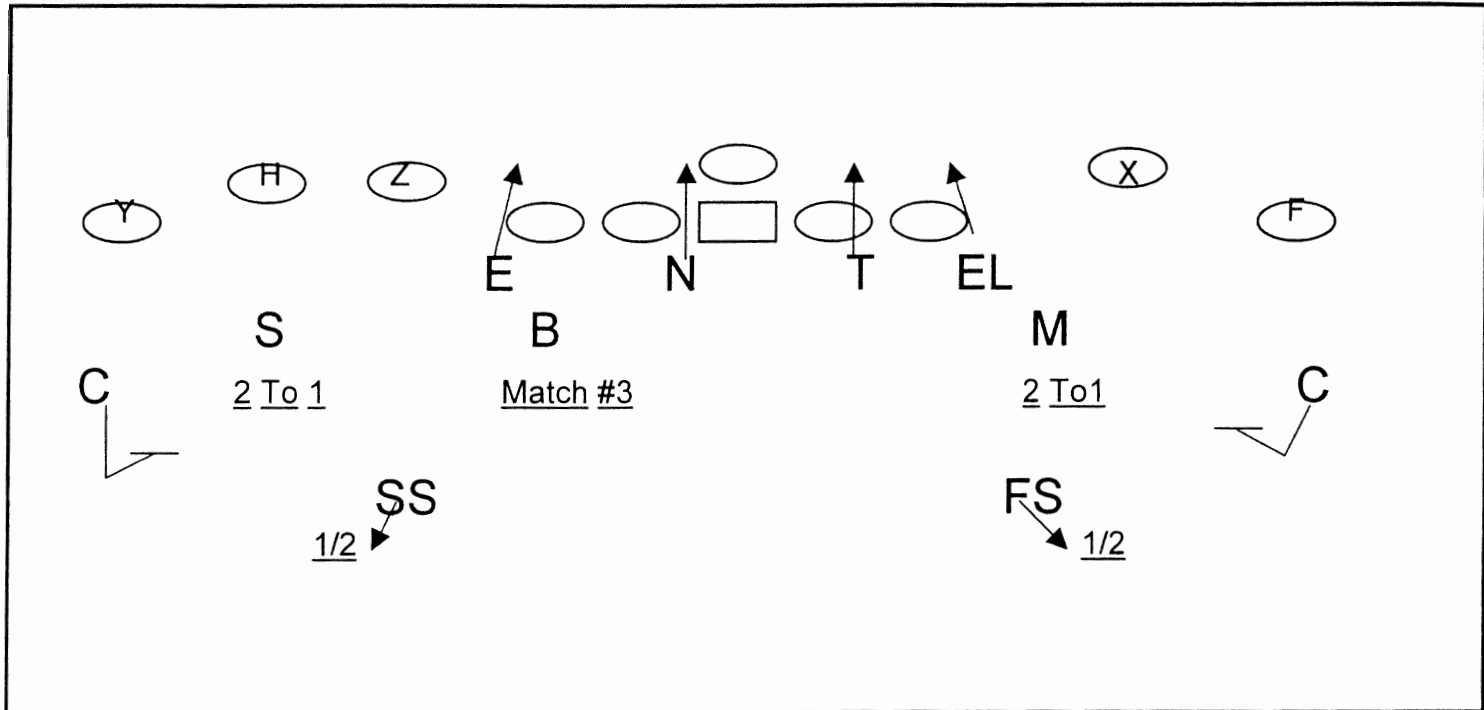
Dice

- Straight 2 Coverage With The Corners In Soft Squat, Backers Play Dos
- Defensive Line Play Front That Was Called In The Huddle

REGULAR TRIPS SPREAD LEFT

"DICE"

OPEN RIGHT



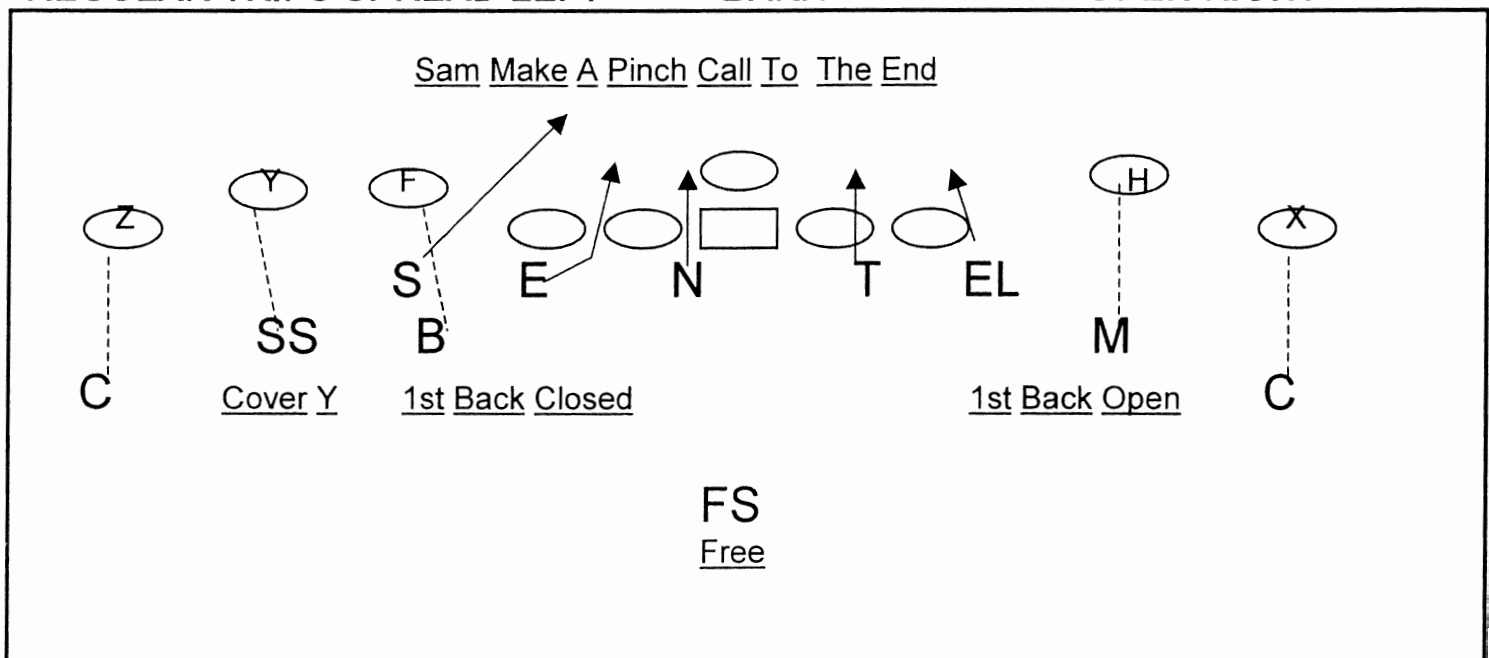
Bark

- Normal Dog Rush One Rules (Treat As A Pro Set Two Back Set)

REGULAR TRIPS SPREAD LEFT

"BARK"

OPEN RIGHT



2002 CINCINNATI BENGALS NOTE BOOK INSTALLATION #3

Fronts	PAGE #
Nickel/ Dime Fronts (Shade, Gap, Pinch, 4-1)	1
Nickel/ Dime Stunts	3

Coverages	PAGE #
52 Wild	5
51	10
1 Bandit	11
55	12
Disguise Diagram	17

Fire Zones	PAGE #
Sam Fire Zone	18
Scar Fire Zone	19
Strike Fire Zone	20
Wide Inside Fire Zone	21

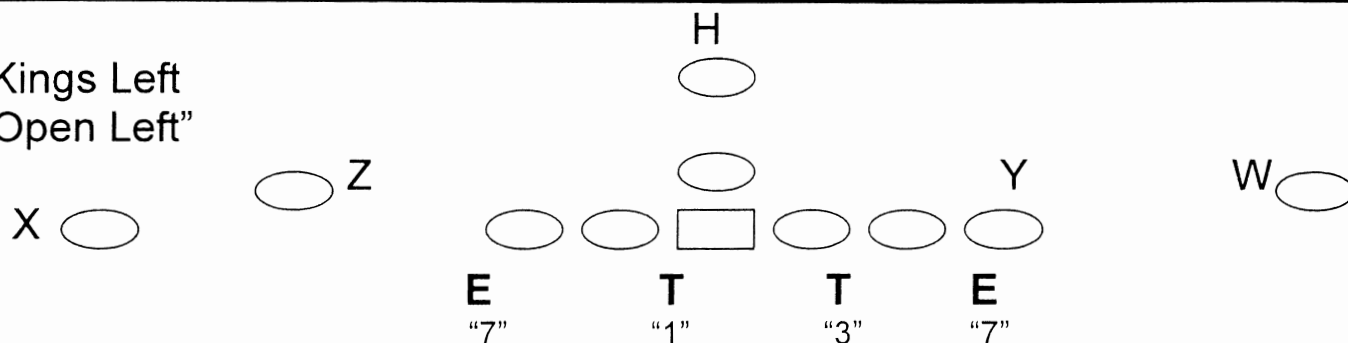
Man Pressure	PAGE #
Wide Open Cat Zero	24
Wide Peel Blitz Zero	31
Stay Blitz B Zero	32

2002 Lottery Numbers - Top 3

15	Fumble Recoveries
22	Interceptions
37	Take Aways
52	Sacks
69%	3rd Down Defense
86 Yards	Rushing Defense
280 Yards	Total Defense
14 Points	Scoring Defense
62%	Red Zone Defense

NICKEL / DIME SHADE FRONT

Kings Left
"Open Left"



B

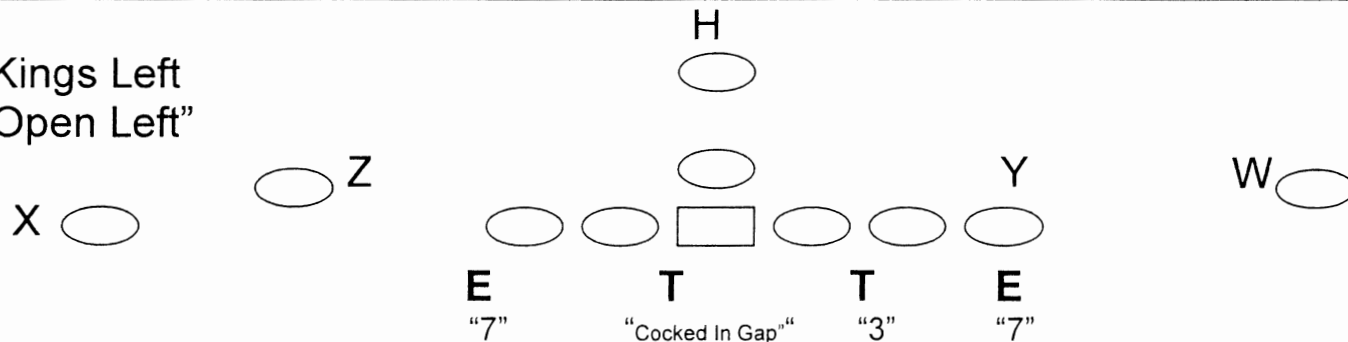
This Front Is The Same As The "Gap" Front Except The Gaps Are Disguised By The Front Four

Backer Will Set The Front By Making An "Open Left" Call.

1. Make Open Call Away From The Tight End
2. No Tight End With Off - Set Back, Make Open Call To The Set Of Back
3. No Tight End With Two Backs, Make Open Call Weak.
4. Shade And Gap Call Puts The 3 Technique To The Closed Side
5. If A Nickel Defense Is Called Vs Regular Or Two Back I Sets. (Example Queens I) That Is Not A Pressure Check To A Shade Front

NICKEL / DIME GAP FRONT

Kings Left
"Open Left"



B

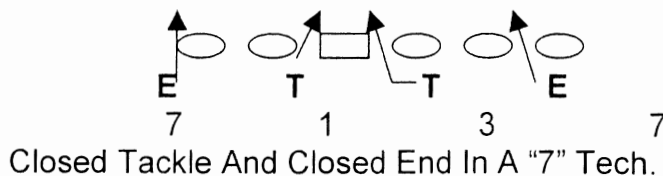
Same As Shade Front Except Gap Tackle Is At An Angle

Dime Tilt – Opposite Of Shade Closed Tackle In "1" Open Tackle In "3"

*** If Straight Dime 4-1 Front Is Called:

- Line Has No Run Gap Responsibility. Pass Rush The Offense. Tackles Communicate Rush Lanes – We Don't Want Both Of You On A Hard Outside Rush.
- Stunt Moves: Signaled By The Defensive Line Coach

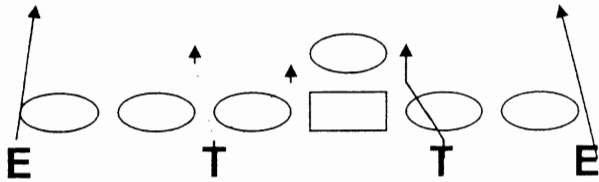
Nickel / Dime Pinch Front



Closed Tackle And Closed End In A "7" Tech.

DIME FRONTS

Base



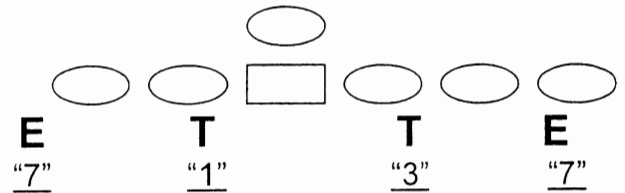
Tackles Handle Rush Lanes

Example:

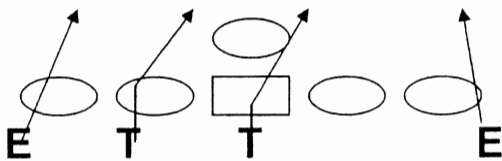
Right Tackle Call

Left Tackle Two Way Go

Shade

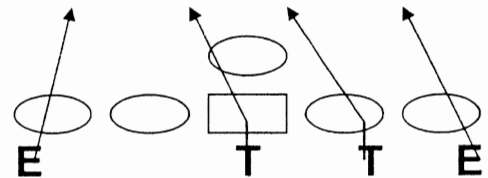


Odd Lt



Front Can Be Set Closed Or Open,
Left Or Right Depending On The Game Plan

Odd Rt

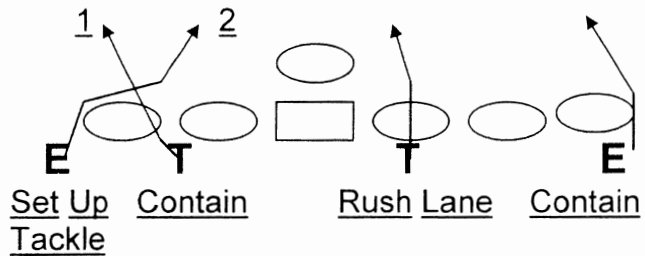


Front Can Be Set Closed Or Open,
Left Or Right Depending On The Game Plan

Nickel/ Dime Games

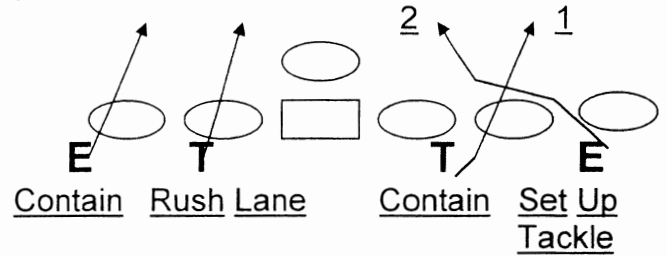
Open Tackle

"Left"



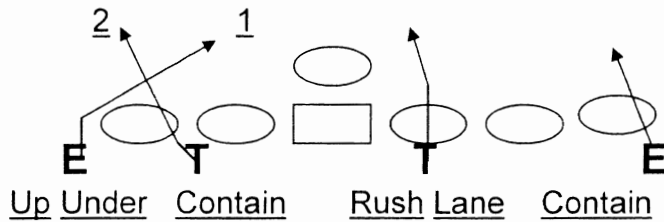
Closed Tackle

"Right"



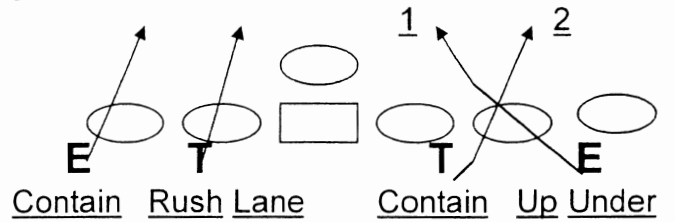
Open End

"Left"

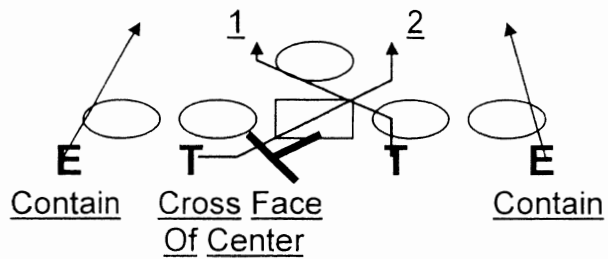


Closed End

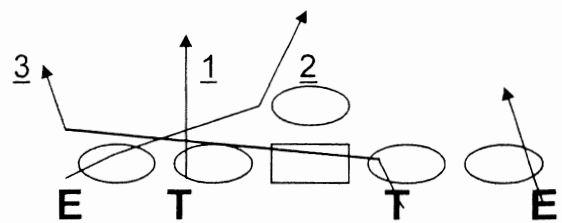
"Right"



Push



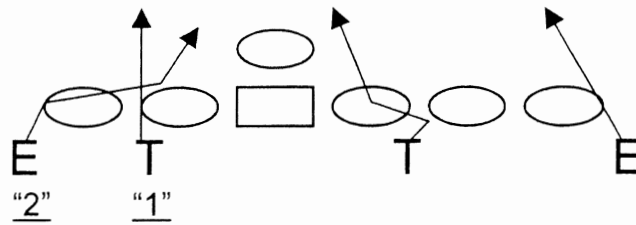
Pirate



Nickel Games

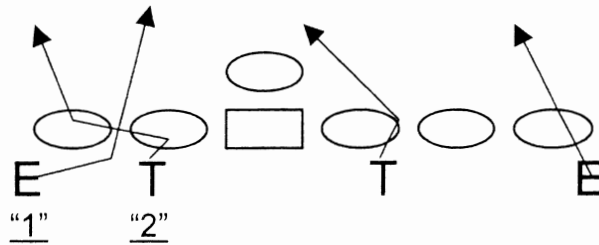
Left Tackle Game

- Also Can Be Run On Right Side, Open Side Or Closed Side
- Left Side Run Game
- Tackle Away Balance Rush
- End Away Rush Contain



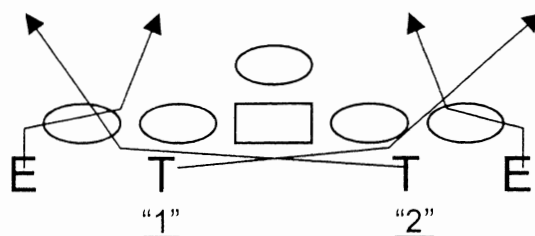
LEFT END GAME

- Also Can Be Run On Right Side, Open Side Or Closed Side
- Left Side Run Game
- Tackle Away Balance Rush
- End Away Rush Contain



SLAPPY

- Ends Up And Under
- Tackles Jet To Contain



52 WILD

A 5 UNDER, 2 DEEP DOUBLE ROTATED ZONE COVERAGE.

Corners Will Align Left And Right Versus All Personnel And Formations. Safeties Will Align Strong And Weak. Nickel Will Align On #2 Strong And Make All Adjustments To Change Of Strength Motion. Dime will align strong with nickel vs. all trips and any 2 back set.

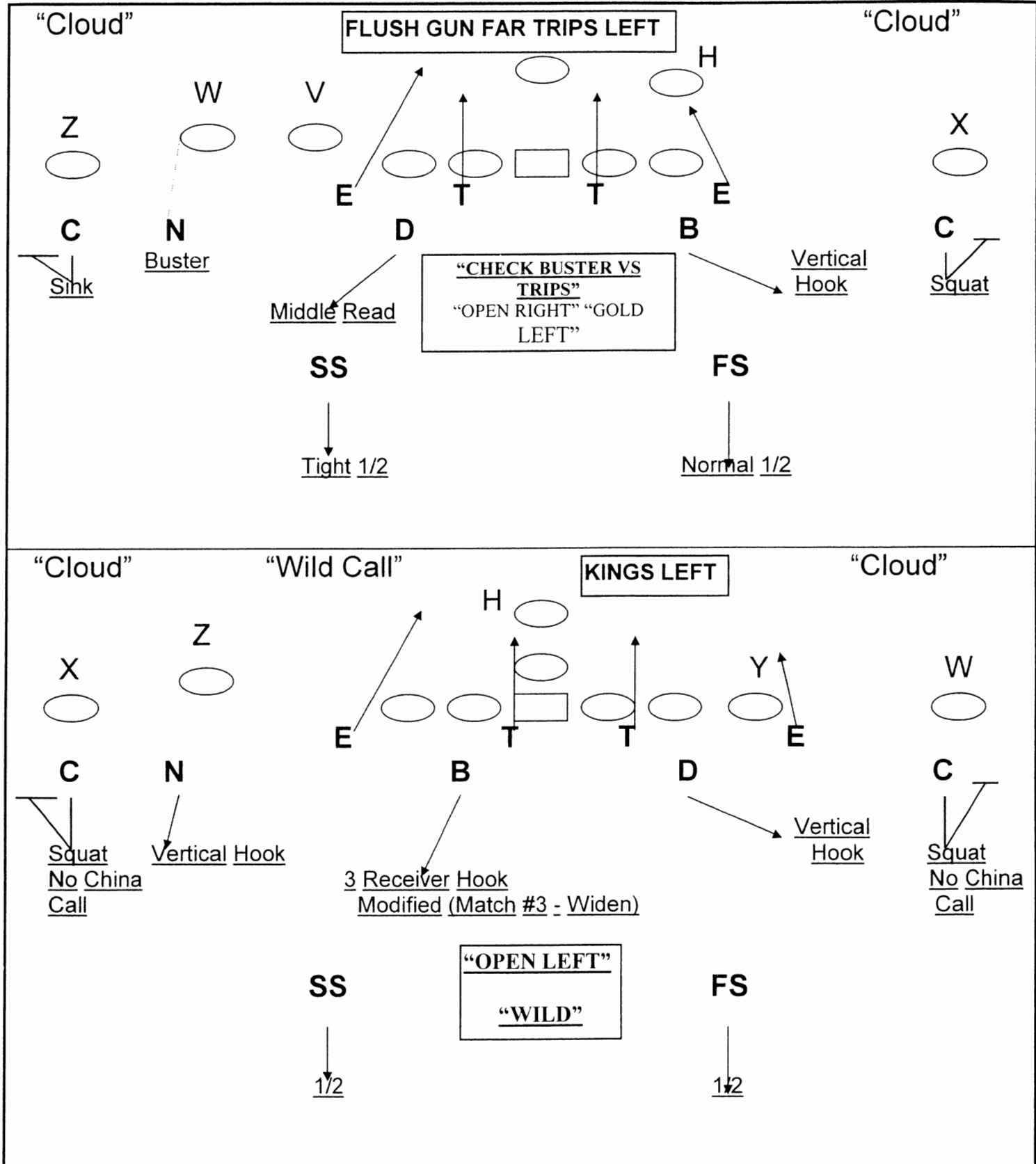
- BACKER -** Take Man Alignments. Basic Technique Will Be 3 Receiver Hook. (Exception: You Will Carry #3 Vertical Only If #1 And #2 Are both upfield. Be Alert To Widen With #3 In The Flat. You Could Have The Middle Read In Some Check Busters. (ROC or Some Two Backs) Always Deliver To the Next Color
- DIME -** Play Vertical Hook To Your Alignment. Take Man Alignments. No China Call. Possible Check Buster Will Give You The Middle Read.. (Possible Motion Adjustments) (Possible Lock Buster Call)
- NICKEL -** Play Vertical Hook Technique On #2 Strong. Align On #2 Strong. No China Call Strong Side. Make All C.O.S. Motion Adjustments. You Will Check Buster Vs Trips, Bunch, Or 2 Back Sets (possible Lock Buster Call)
- CORNERS -** Align Left And Right. Play Squat Technique. No China Will Be Made Strong Or Weak. Alert For Checks: If To Buster, Strong Corner Sink - Weak Corner Squat. If To Wild - Both Play Squat. Cloud Force.
- SAFETIES -** Align Strong And Weak. Open And Drive With Cover 2 Technique - Working To 20 To 22 Yards Depth. See Number 1. Relay All Checks To The Corners. Cloud Force.

*** CHECK BUSTER VS. TRIPS, BUNCH, AND TWO BACKS. POSSIBLE CLAMP**

** Vertical Hook Players In Wild – (Dime And Nickel) Dog Your Coverage If They Go Up The Field More Than Three Yards. Vs Shallow Crossing Routes Carry And Deliver. Backer Deliver To The Next Color. If The Dime And Nickel Are Stretched You Will Have To Carry All The Way To the Corner

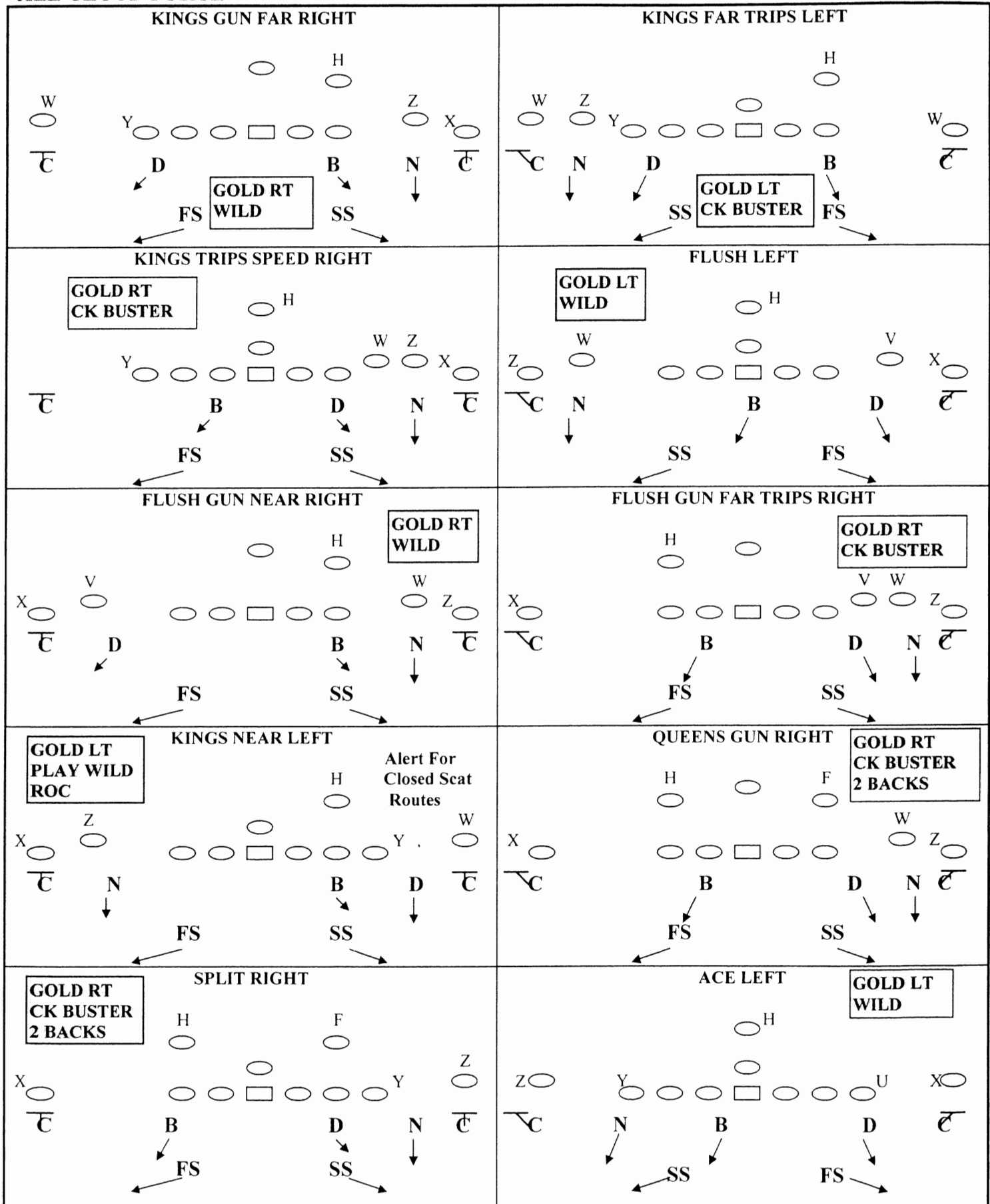
*** Can Also Use Breaker And West In Place Of Buster And Wild As A Game Plan Adjustment

DIME 52 WILD

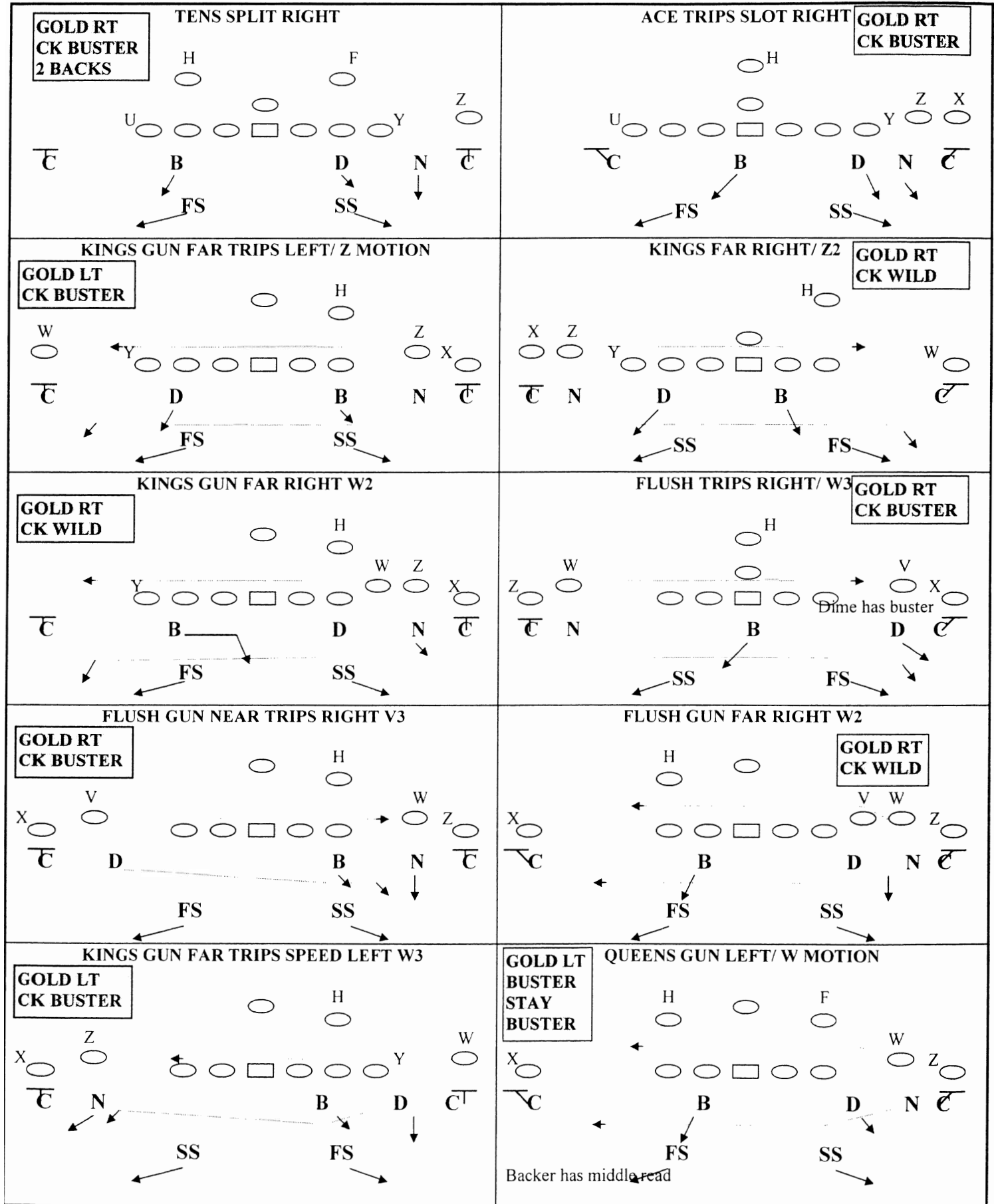


ALL CLOUD FORCE

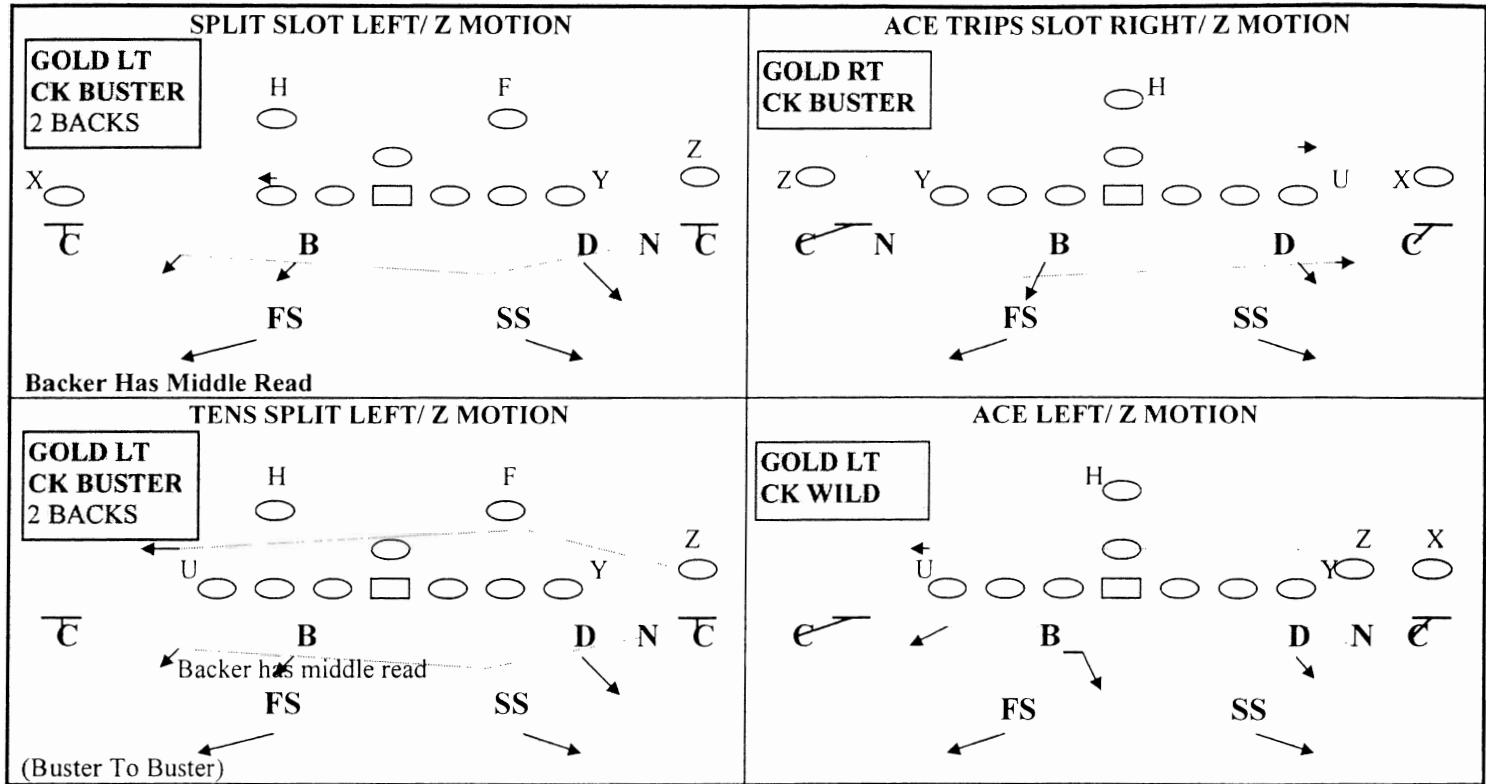
52 WILD



52 WILD



52 WILD



NICKEL 51

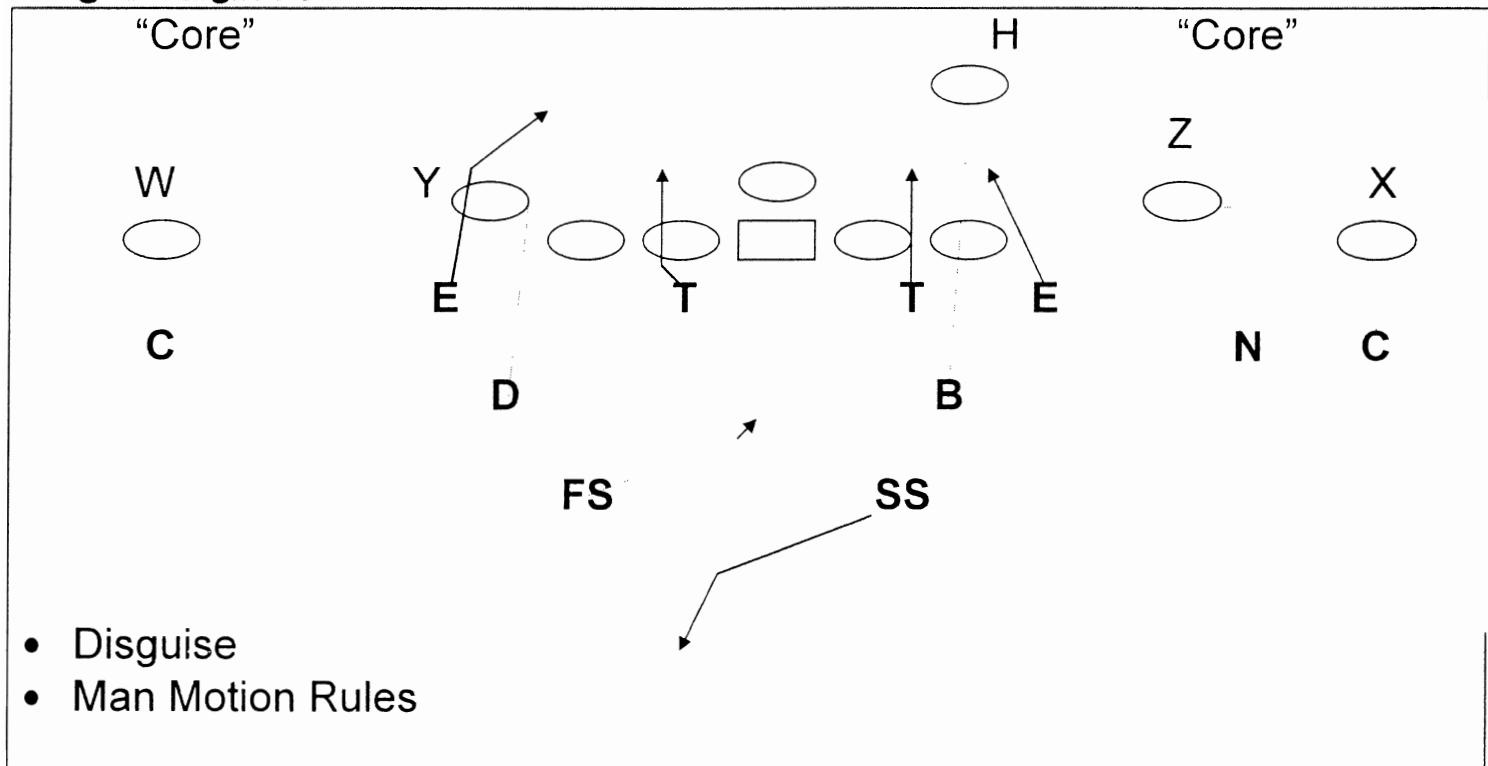
- Man Alignments. 4 Man Rush
- Show 2 Deep Pre Snap. At Snap Of Ball, Free Safety Rocks Into The Intermediate Middle Zone (8 To 10 Yards Depth) And Looks To Make "Pass" With The Nickel Defender.

Pass Mechanics:

FS Will Call The First Name Of The Player He Is Helping. If You Do Not Hear Your Name, Stay On Your Coverage. Once The Nickel Player Has Been "Called Off", He Becomes The Middle Lurker And May In Turn Look To Make A Second "Pass" With Another Crosser. Communication Is Imperative.

- Initial Inside Technique By All Defenders Except The Nickel, Who Has An Outside Press. Corners On Regular Press Technique

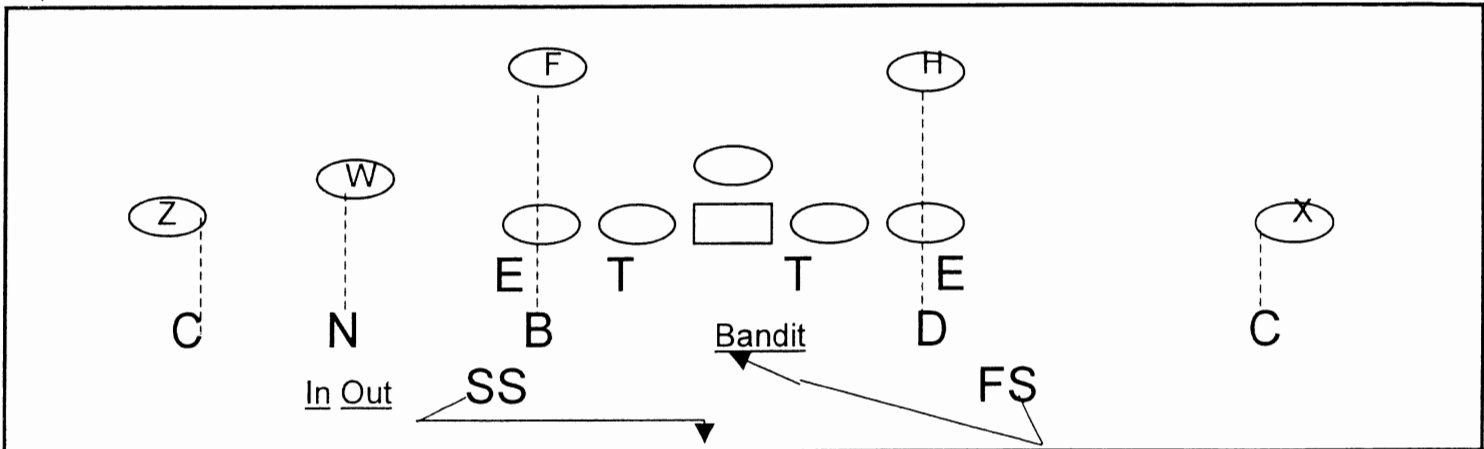
Kings Far Right Y Off



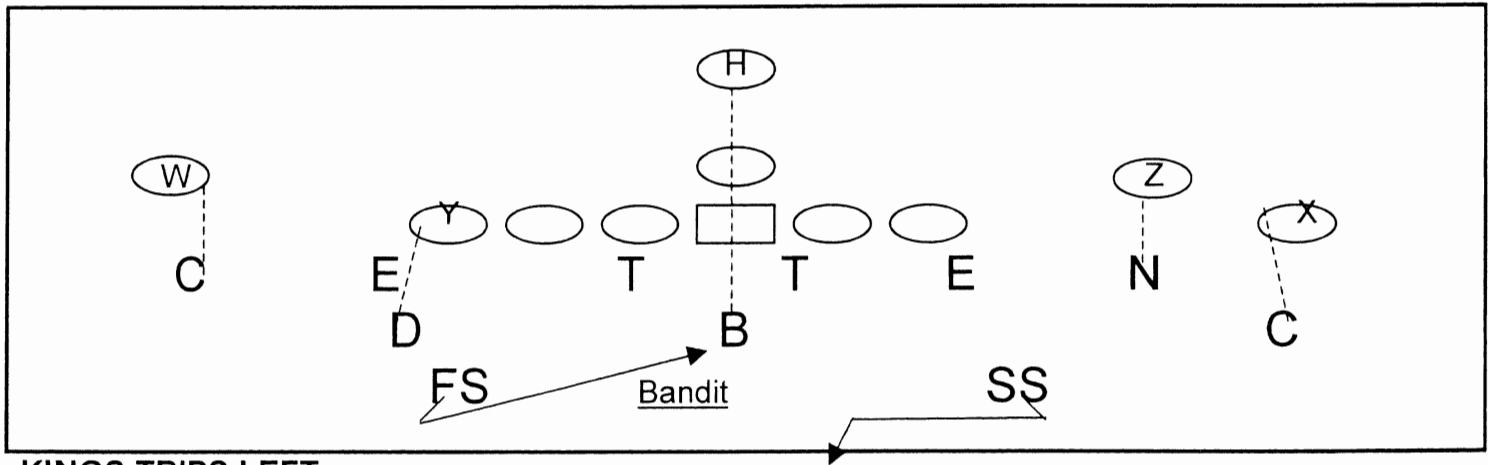
Nickel 1 Bandit

- Man Alignments – 4 Man Rush
 - A Man Coverage With The Free Safety Playing The Middle Lurker "Bandit" Technique In The Intermediate Crossing Route Level (12-16 Yds) (Subject To D&D And Game Plan) Strong Safety Will Rotate To Deep Middle 1/3
 - Nickel And Dime Will Use In/ Out Technique Vs Slot Receivers
 - Corners Play With Initial Inside Technique
 - Backer Cover The Back Man To Man – Aggressive Man Technique
 - Dime Cover A Back, Receiver Or Tight End Depending On The Personnel
 - Corners And Nickel Match The Wide Receivers
 - Strong Safety Rock To Deep Middle
 - Free Safety "Bandit" – Be Ready To React To Run.
- CP – Safeties Initially Start To Show ½ Field Technique And Then Work To Coverage Responsibility

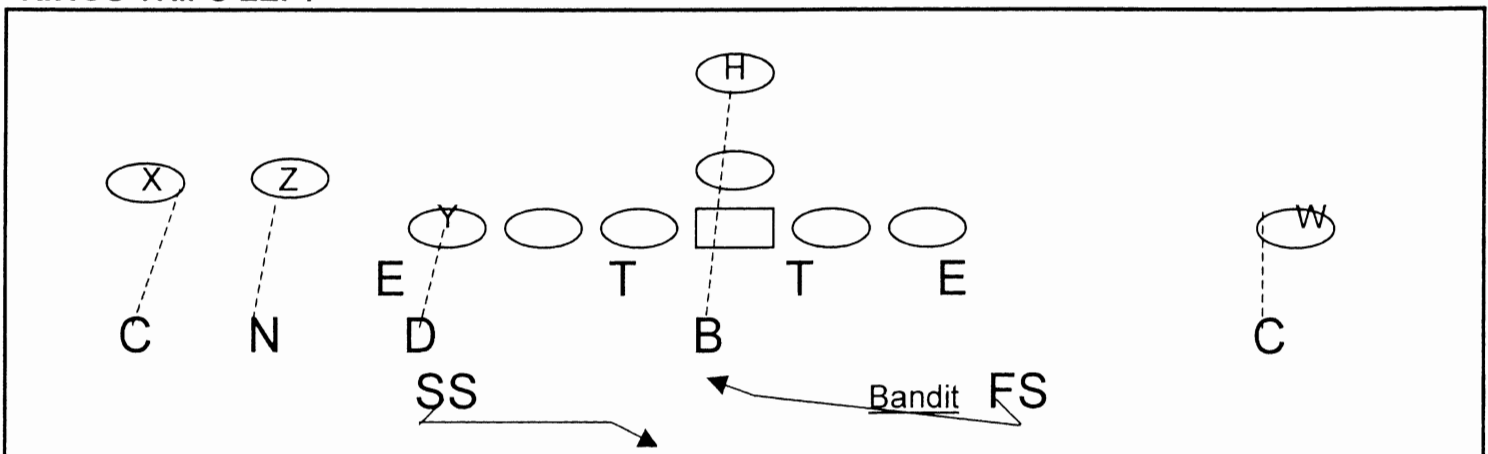
QUEENS LEFT



KINGS RIGHT



KINGS TRIPS LEFT



55

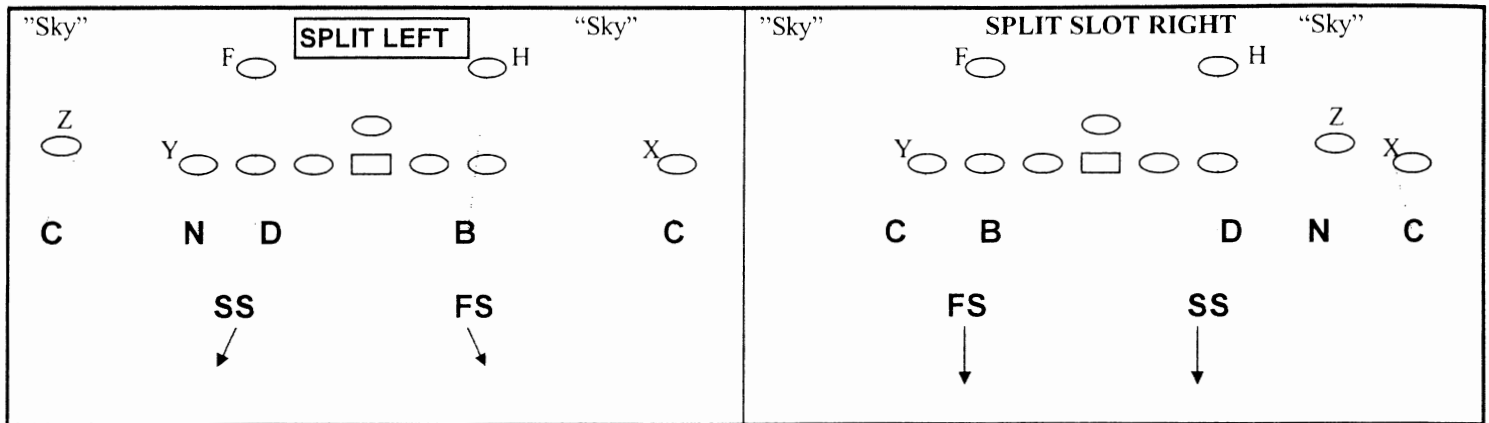
A 5 Under Man, 2 Deep Zone Coverage With Man Under Coverage Playing A Bump And Hip Technique.

Coverage Will Deny Any Inside Crossing Release. Be Prepared To Stay Underneath And Inside Of Any Option Route. Make The Ball Be Thrown Over Or Through You Into The Deep 1/2 Safeties.

Safeties Play Normal 1/2 Technique

- BACKER -** Assigned Back Man To Man. Play Inside Aggressive Man.
- DIME -** Assigned Receiver With Bump And Hip Technique
- NICKEL -** Align Strong Versus All personnel And Cover #2 Receiver Strong. Play Bump And Hip Technique.
- CORNERS -** Align Left And Right And Cover The #1 Receiver To Your Side. Play Bump And Hip Technique From Press Alignment Deny The Inside Routes. Sky Force.
- SAFETIES -** Play Normal 1/2 Technique. Key From Core Receivers Back Out To #1 Receiver. Be Prepared To Widen Your Drop Angle With #1 Up The Field. Sky Force.

55

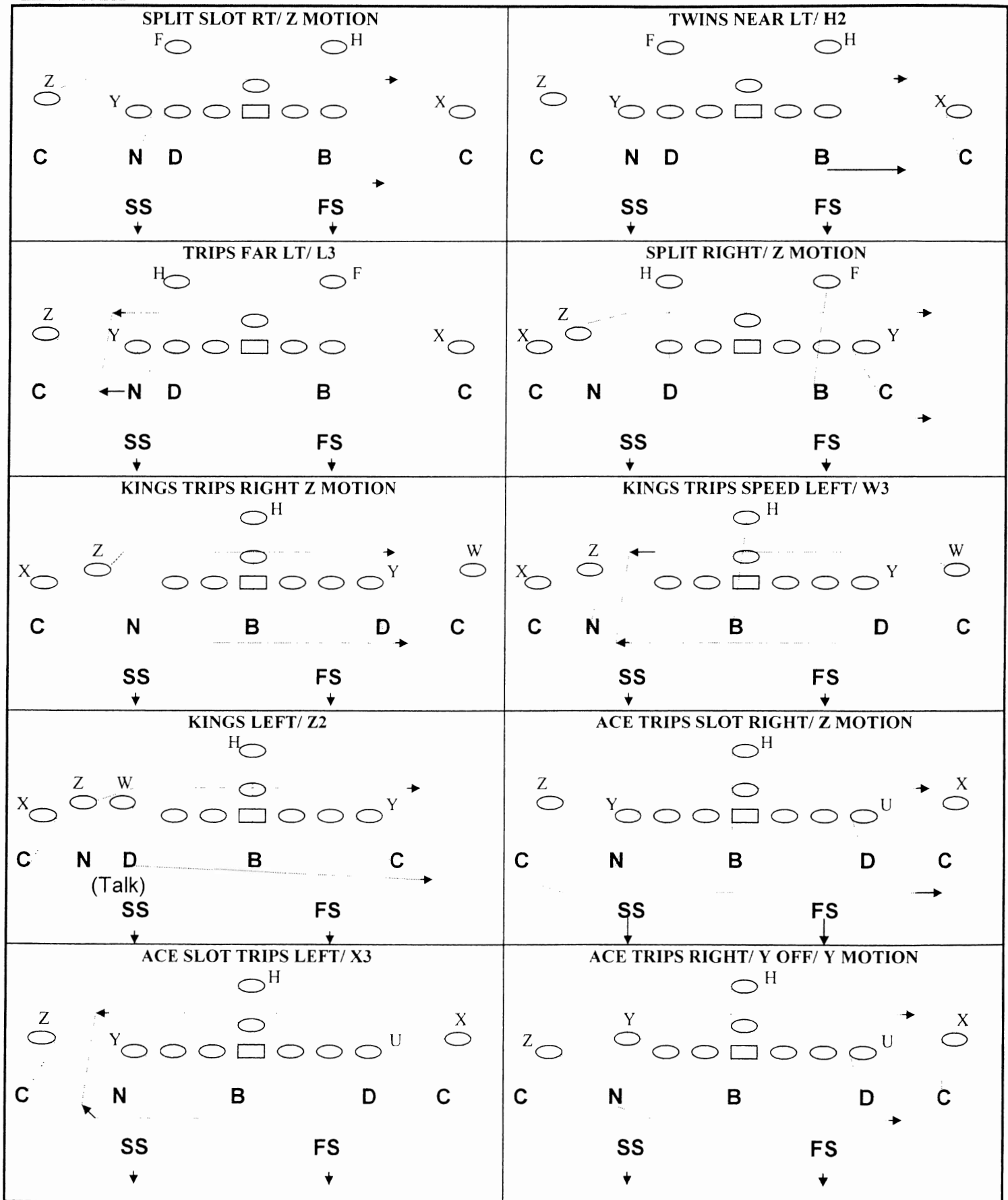


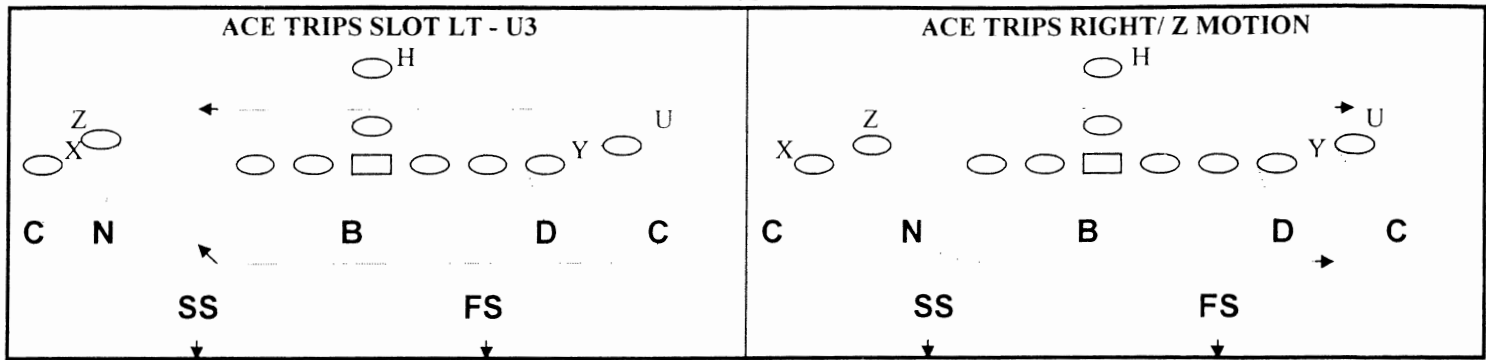
Position	Alignment	Key	Run Responsibility	Pass Responsibility
BACKER	On Your Coverage	<ul style="list-style-type: none"> Through Lineman To Coverage 	Depends On Front Call	Back Man To Man <ul style="list-style-type: none"> CP - Aggressive Inside Out Man Technique
DIME	On Your Coverage	<ul style="list-style-type: none"> Through Lineman To Coverage 	Depends On Front Call	Man To Man On Assigned Receiver <ul style="list-style-type: none"> CP - Bump And Hip Technique
NICKEL	On Your Coverage	<ul style="list-style-type: none"> Through #2 To Back 	Run To: Plug Run Away: Backside Leverage	Man To Man On Assigned Receiver <ul style="list-style-type: none"> CP - Versus All Personnel Cover #2 Strong
CORNERS	Inside Shade	<ul style="list-style-type: none"> WR 	Run To: Replace Run Away: Arc	Cover The #1 Receiver Your Side With Bump And Hip Technique Versus All Sets.
SAFETIES	Normal 2 Deep Alignment X 12 Yards	<ul style="list-style-type: none"> Through #2 To Backs 	Run To: Force Run Away: Backside, Leverage	Play Normal 1/2 Technique

ALL SKY FORCE

<p>Split Left</p>	<p>Twin Left</p>	<p>Trips Left</p>
<p>Split Slot Left</p>	<p>Twin Slot Left</p>	<p>Trips Slot Left</p>
<p>Ace Left</p>	<p>Ace Trips Slot Left/ U - Wide</p>	<p>Ace Trips Slot Left</p>
<p>Kings Left</p>	<p>Kings Trips Left</p>	<p>Kings Trips Speed Left</p>
<p>Queens Left</p>	<p>Tens Split Left</p>	<p>Flush Left</p>

ALL SKY FORCE

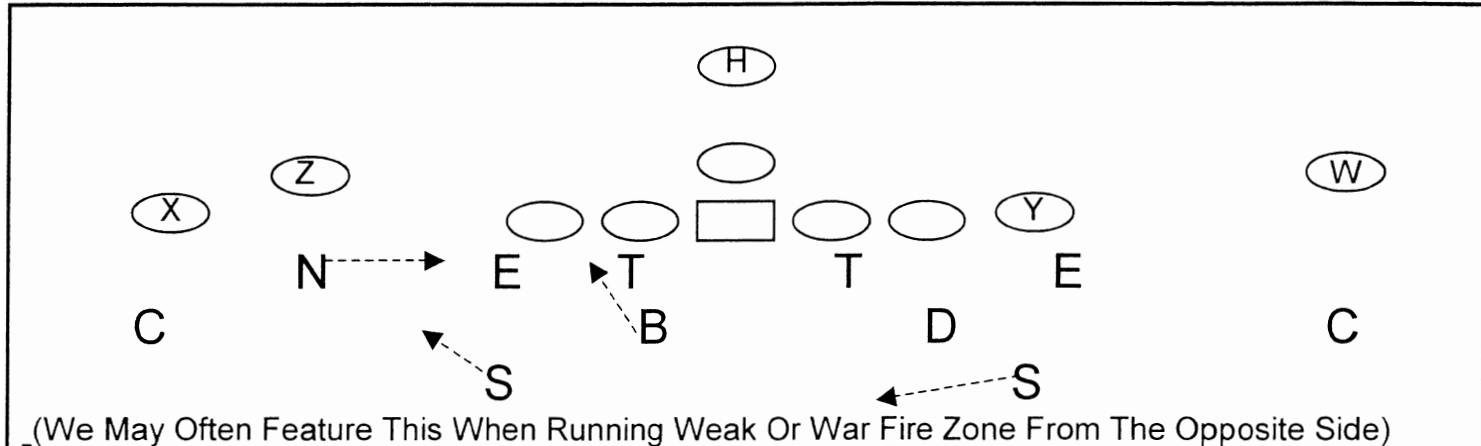




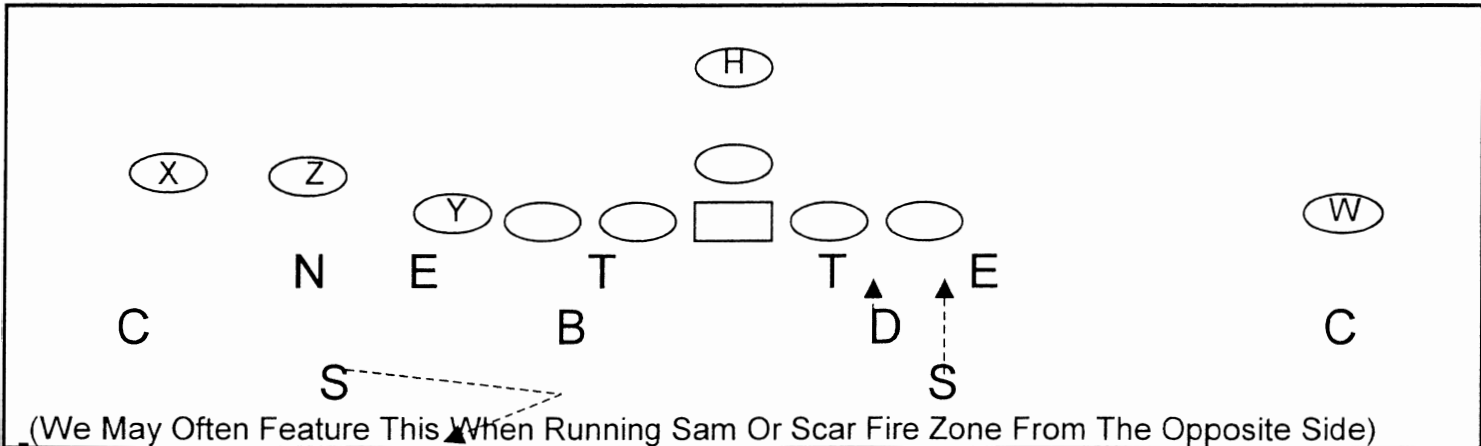
“Called” Nickel Disguises

- Make The Disguise Look Exactly Like The Pressure – Try To Make Eye Contact With The QB. Have A Feel For The Cadence And Never Allow The Disguise To Keep You From Executing Your Assignment In The Actual Defense Called
- “Show” – Sugar Sam Or Scar Fire Zone And Play Defense Called
- “Bluff” – Sugar War Fire Zone And Play Defense Called
- “Bait” – Sugar A Zero Blitz And Play Defense Called

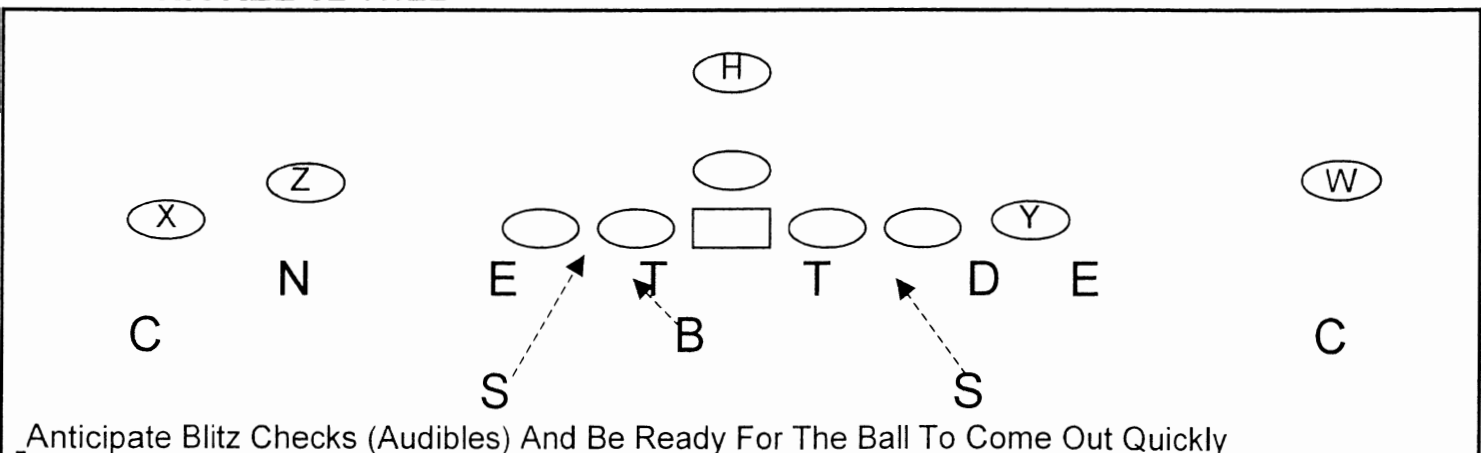
“SHOW” NICKEL 52 WILD



“BLUFF” NICKEL 54



“BAIT” NICKEL 52 WILD

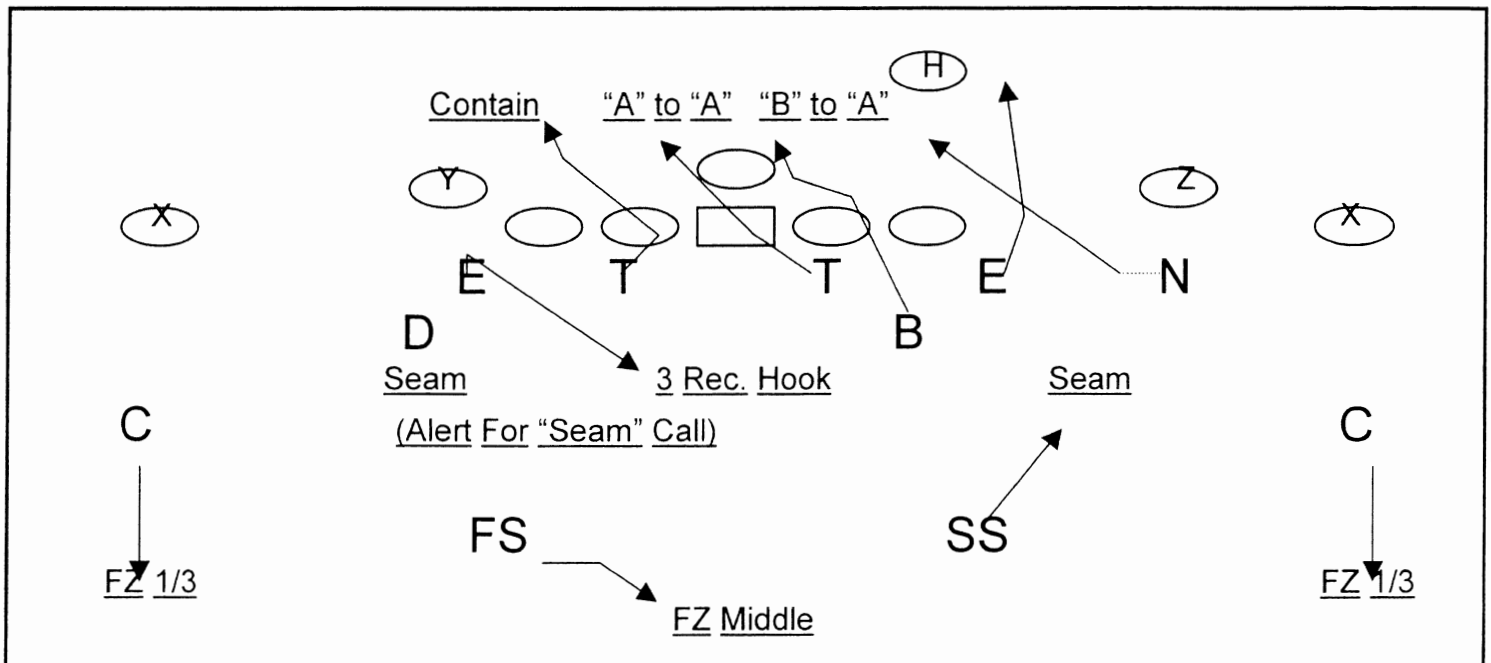


Nickel/Dime: Sam Fire Zone

- Closed To The Nickel. Vs Flush 2x2 Go Away From The Offset Back
- Align With Zone Automatic Rules. Backer Blitz "B" To "A"
- Dime Will Align Weak And Threaten Blitz. Play "Seam" Vs 2x2 And Play "3 Rec. Hook" Vs Trips And Two Backs
- Closed Side End: Upfield Rush & Contain
- Closed Side Tackle: Ram-Read Center For Your Gap ("A" To "A")
- Open Side Tackle: Contain Rush To Your Side
- Open Side End: Play "Seam" Vs Trips And Two Back And Play "3 Rec. Hook" Vs 2x2. A "Seam" Call Will Take You Off Of "3 Rec. Hook" And In To "Seam"
- Secondary Invert To Nickel. Nickel Blitz "Underneath" End.

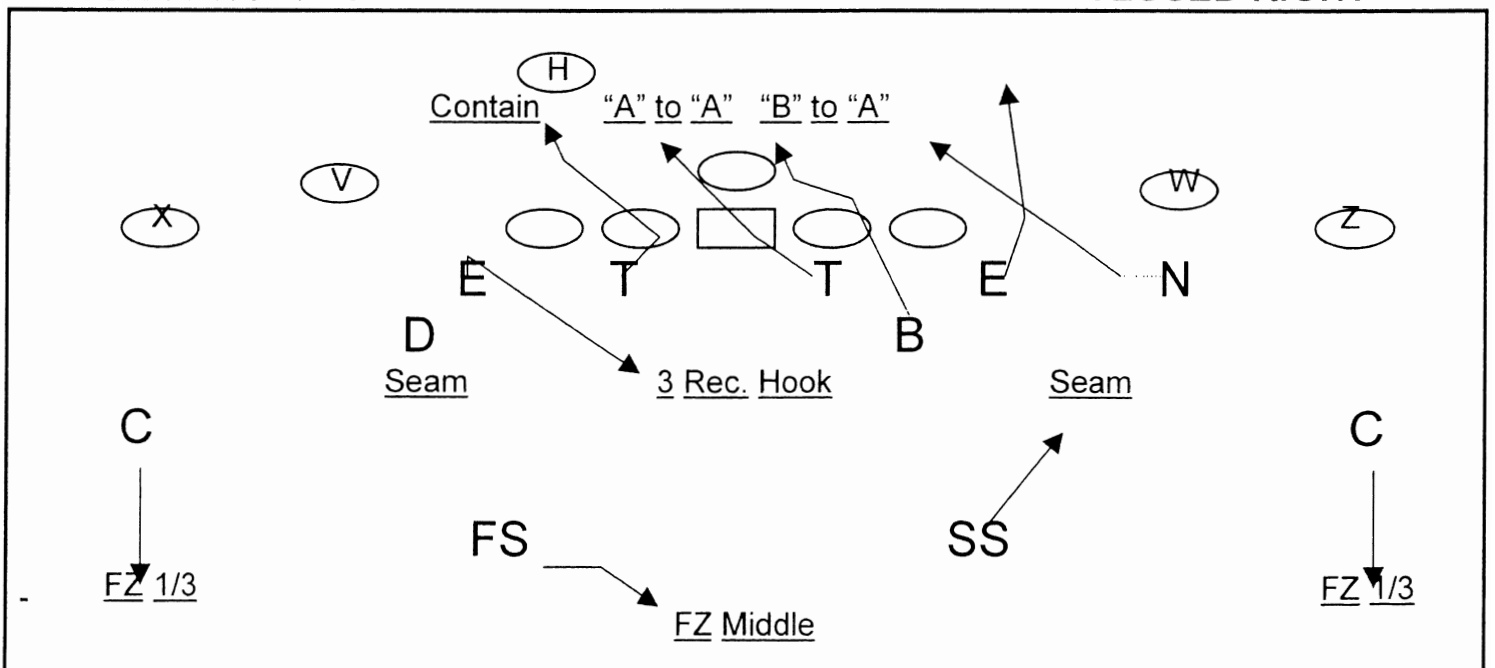
KINGS FAR RIGHT

CLOSED RIGHT



FLUSH FAR RIGHT

CLOSED RIGHT

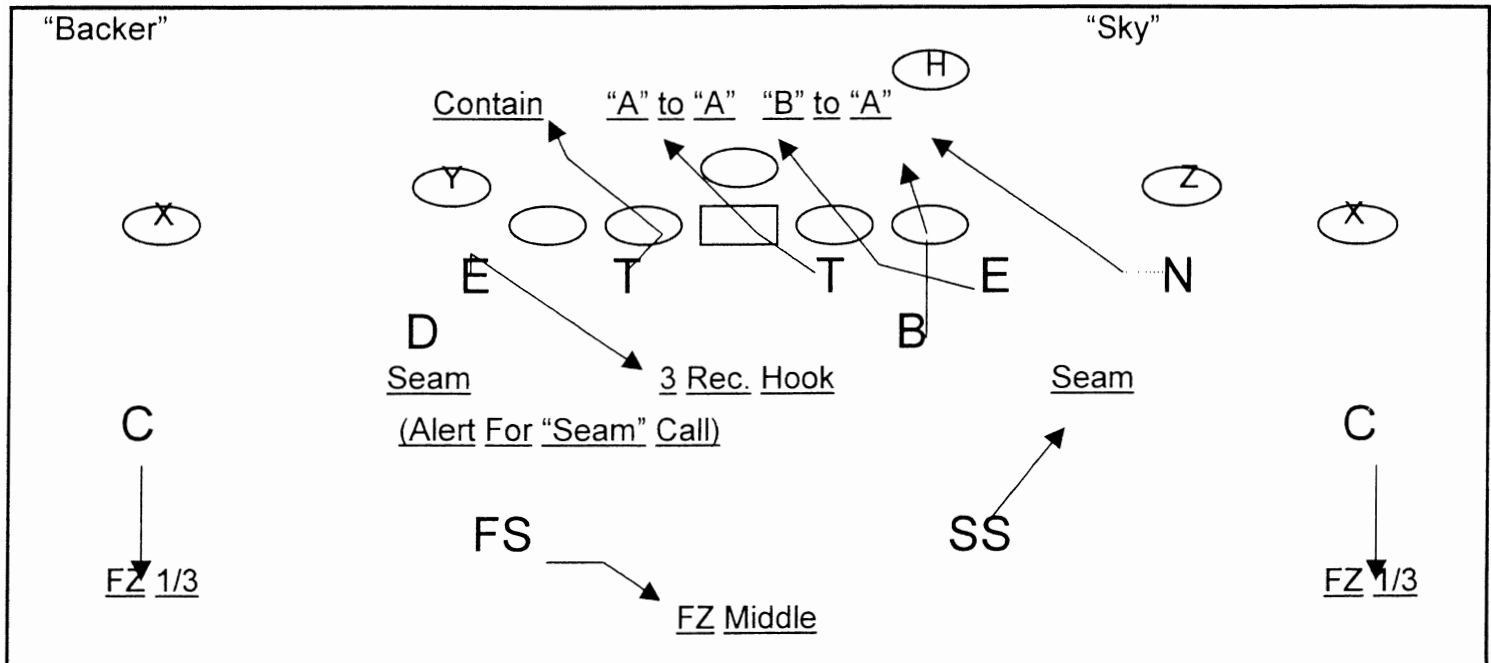


Nickel: Scar Fire Zone

- Closed To The Nickel. Vs Flush 2x2 Go Away From The Offset Back
- Align With Zone Automatic Rules. Same Adjustments As Sam And Strike Fire Zone
- Backer Read Scrape
- Dime Will Align Weak And Threaten Blitz. Play "Seam" Vs 2x2 And Play "3 Rec. Hook" Vs Trips And Two Backs
- Closed Side End: Long Scoop
- Closed Side Tackle: Ram-Read Center For Your Gap ("A" To "A")
- Open Side Tackle: Contain Rush To Your Side
- Open Side End: Play "Seam" Vs Trips And Two Back And Play "3 Rec. Hook" Vs 2x2. A "Seam" Call Will Take You Off Of "3 Rec. Hook" And In To "Seam"
- Secondary Invert To Nickel. Nickel Blitz To The Closed Call – Spill The Run – Contain The Pass.

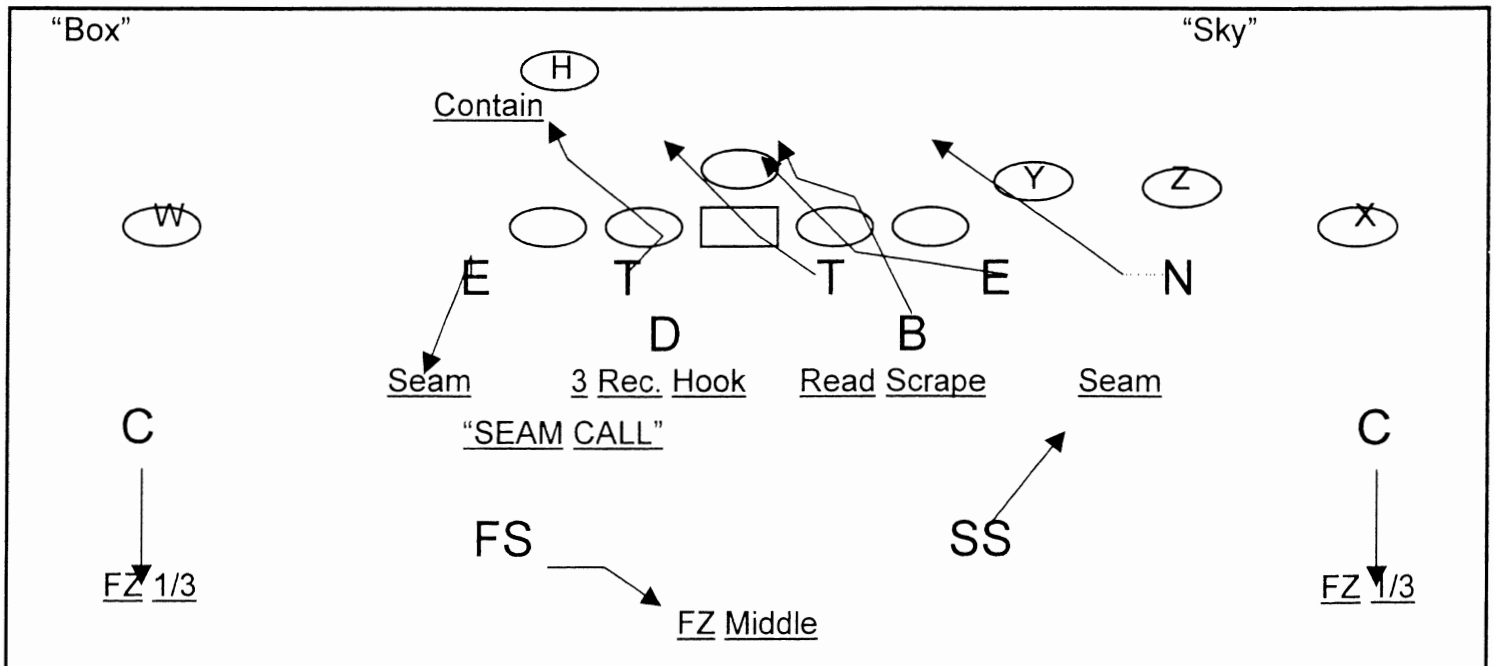
KINGS FAR RIGHT

CLOSED RIGHT



KINGS FAR TRIPS RIGHT Y OFF

CLOSED RIGHT

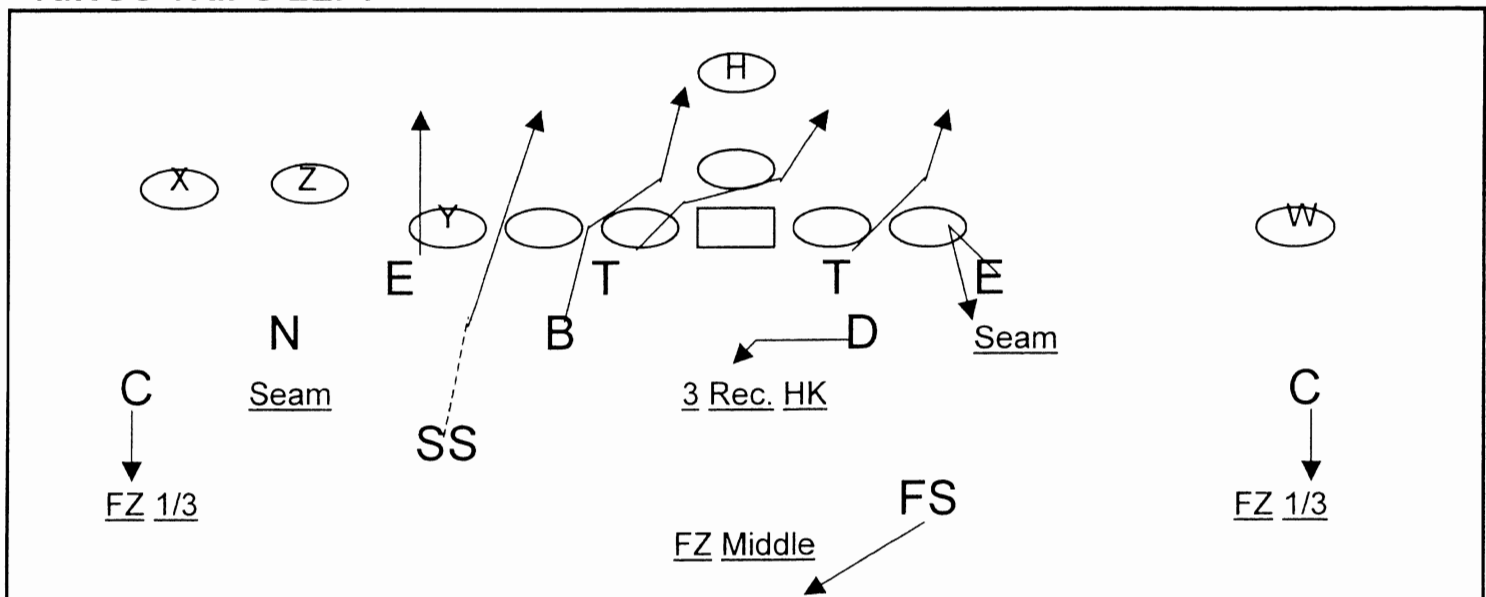


Nickel Strike Fire Zone

- Align With Zone Automatic Rules
- Closed to The Nickel. Vs 2x2 Flush Go Away From The Offset Back
- Nickel Play Seam On #2 Strong
- Dime Align Away From The Nickel And Threaten To Blitz. Play Seam Vs 2x2 Sets And 3 Rec. HK Vs Trips And Two Back Sets
- Strong Safety Rock Up And Blitz The "C" Gap
- Backer Blitz "B" To "A".
- Closed Tackle Rush "A" To "A", Open Tackle Jet To Contain
- End To The Closed Call Up-field Rush Contain. End Away From The Closed Call Play Seam Vs Trips And Two Back Sets. Play 3 Receiver Hook Vs 2x2 Sets. A Seam Call Will Take You Off 3 Receiver Hook And Into Seam On #2

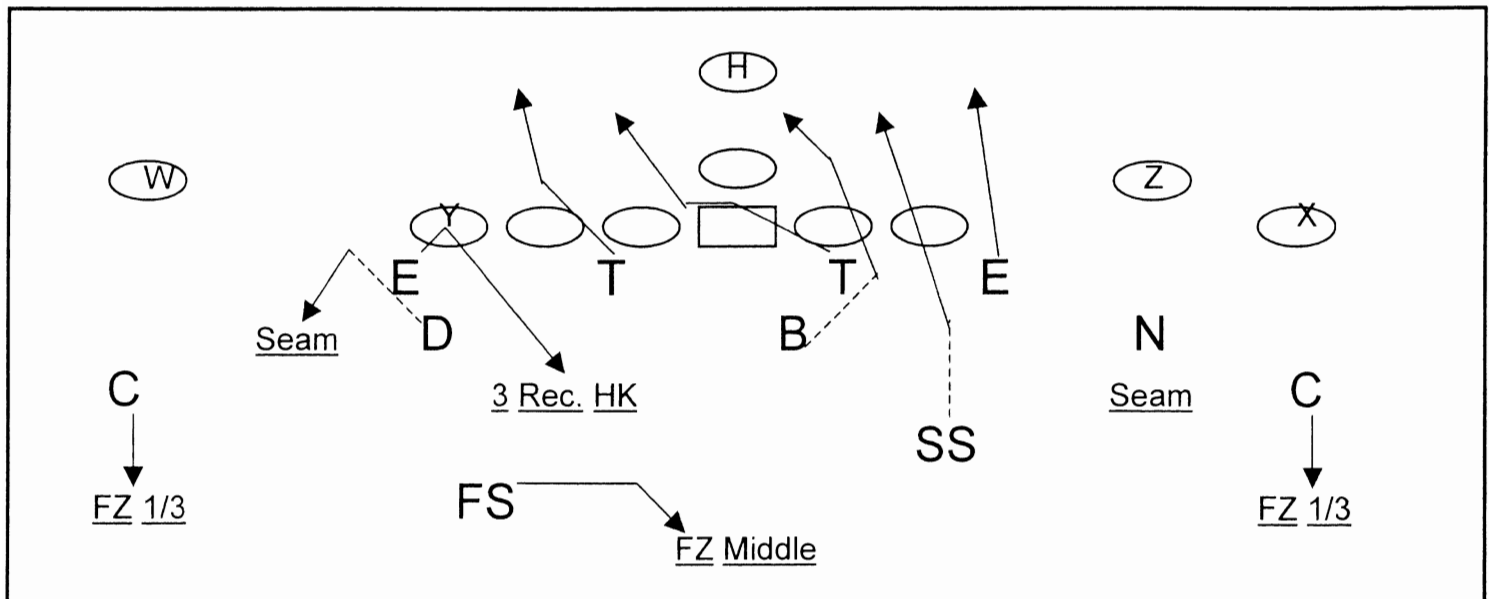
KINGS TRIPS LEFT

CLOSED LEFT

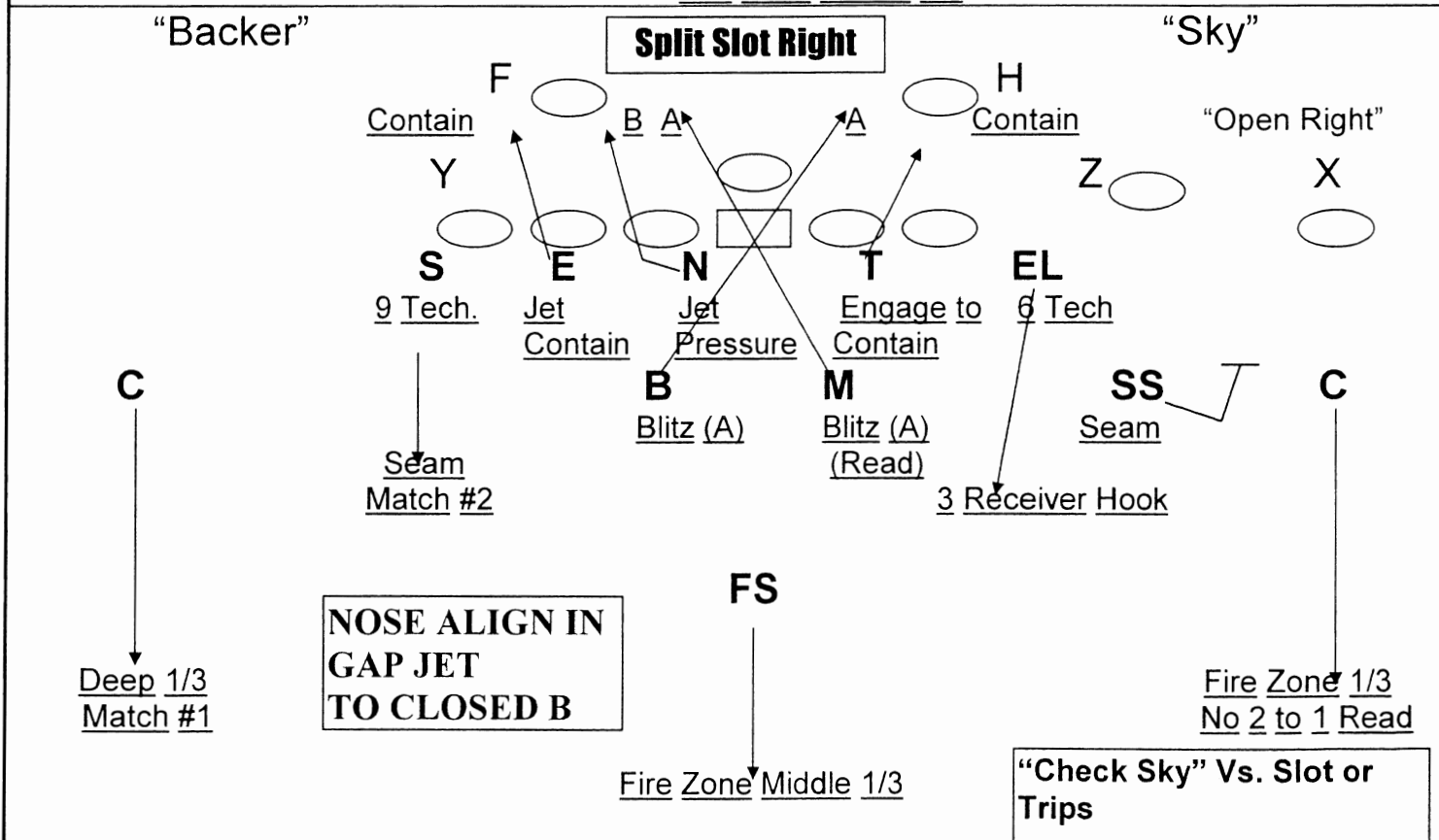
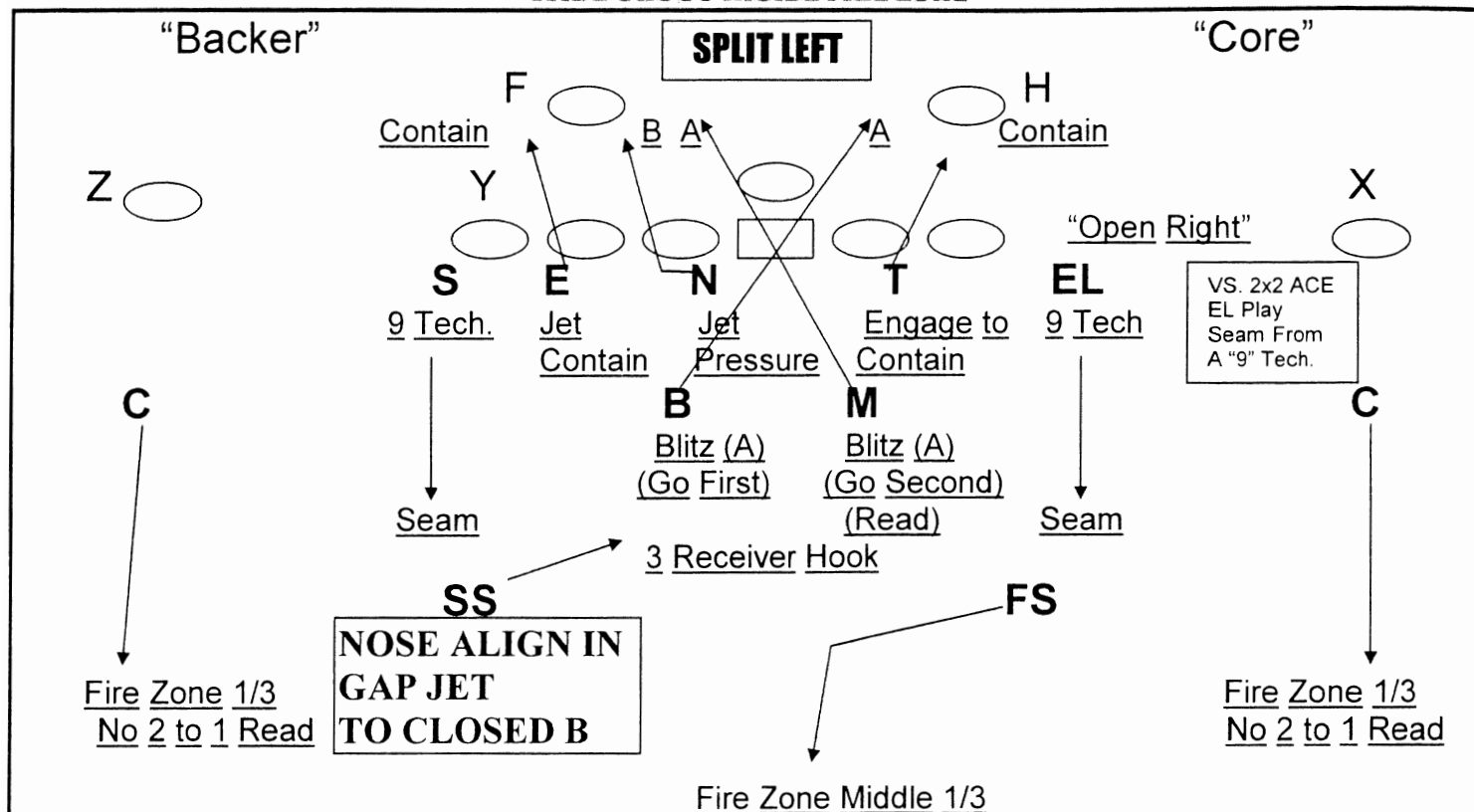


KINGS RIGHT

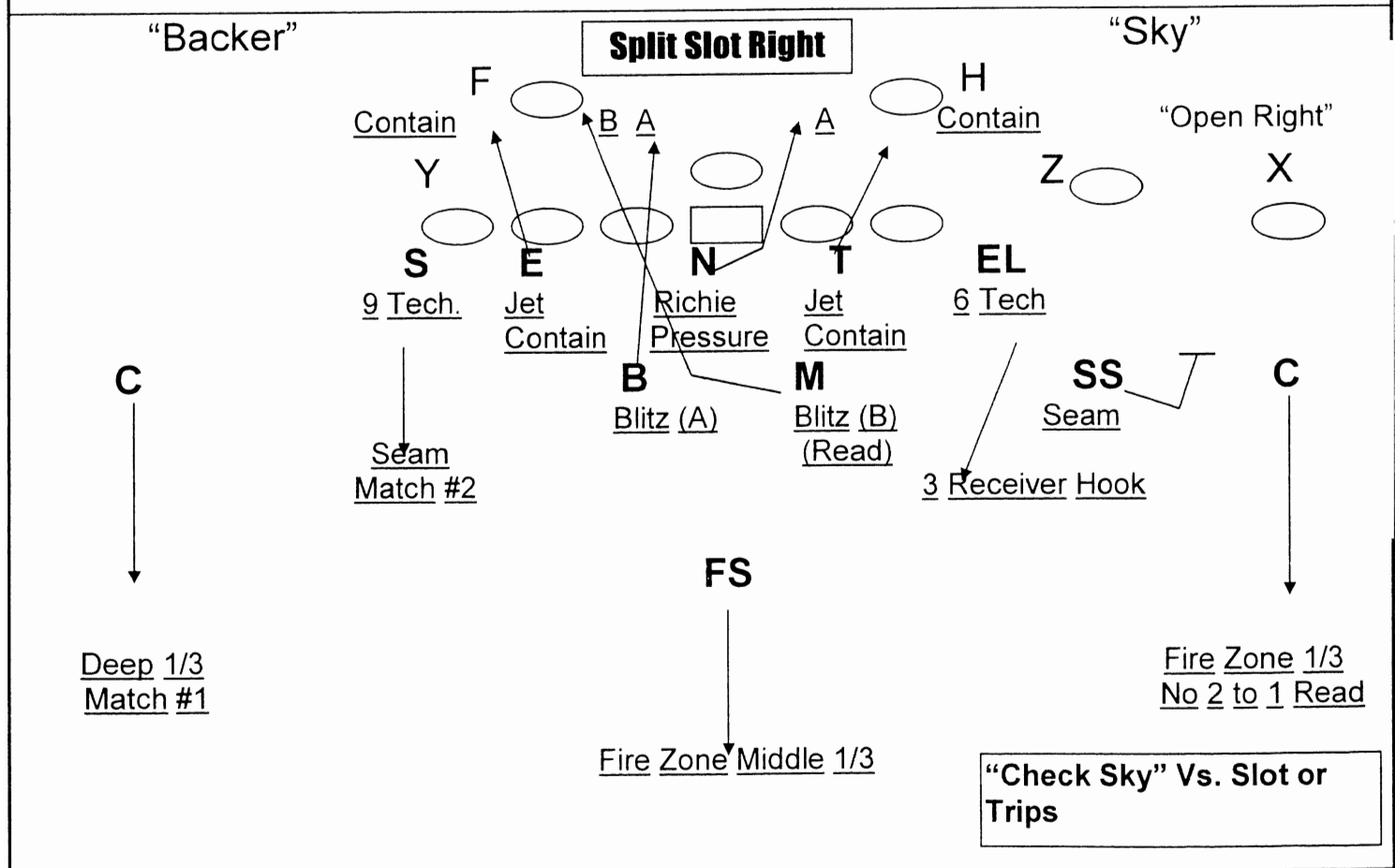
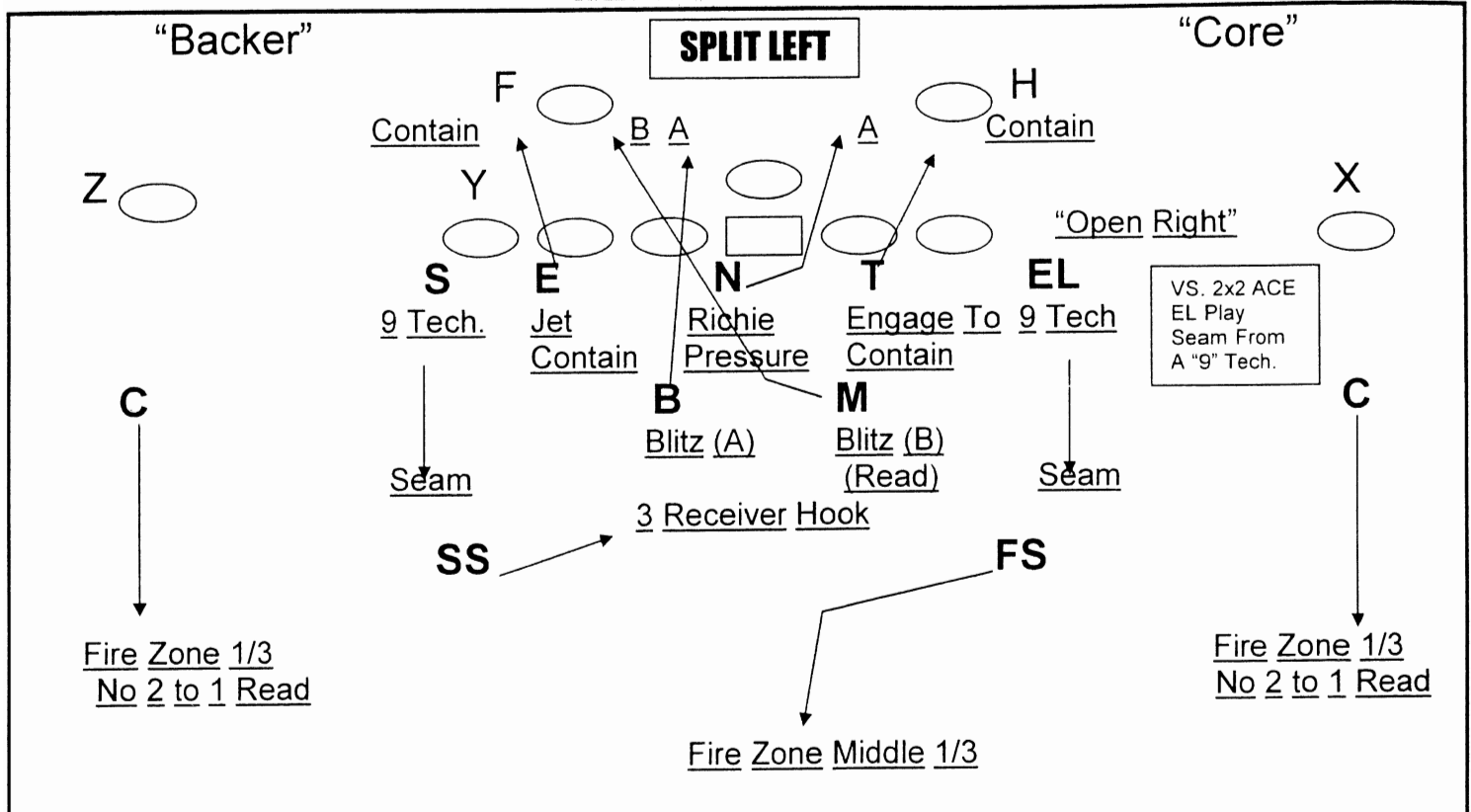
CLOSED RIGHT



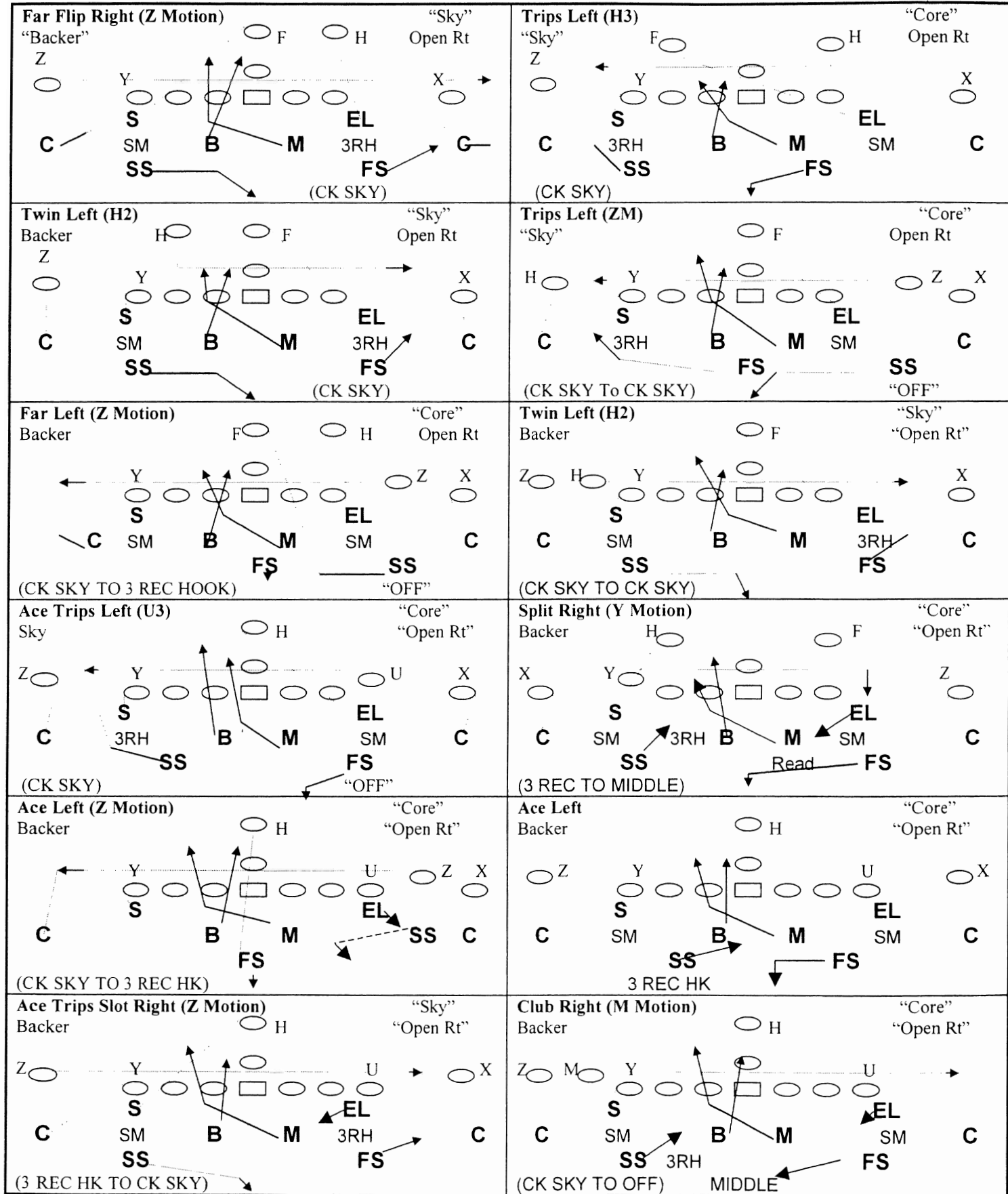
WIDE CROSS INSIDE FIRE ZONE



- "UP" - Is A Disguise Call Where We Will Show Inside FZ With The Buck And The Mac
- Penny Will Run With COS Motion

WIDE INSIDE FIRE ZONE

INSIDE FIRE ZONE



OPEN CAT “0”

Open Side Blitz Involving Mac, Sam And Elephant

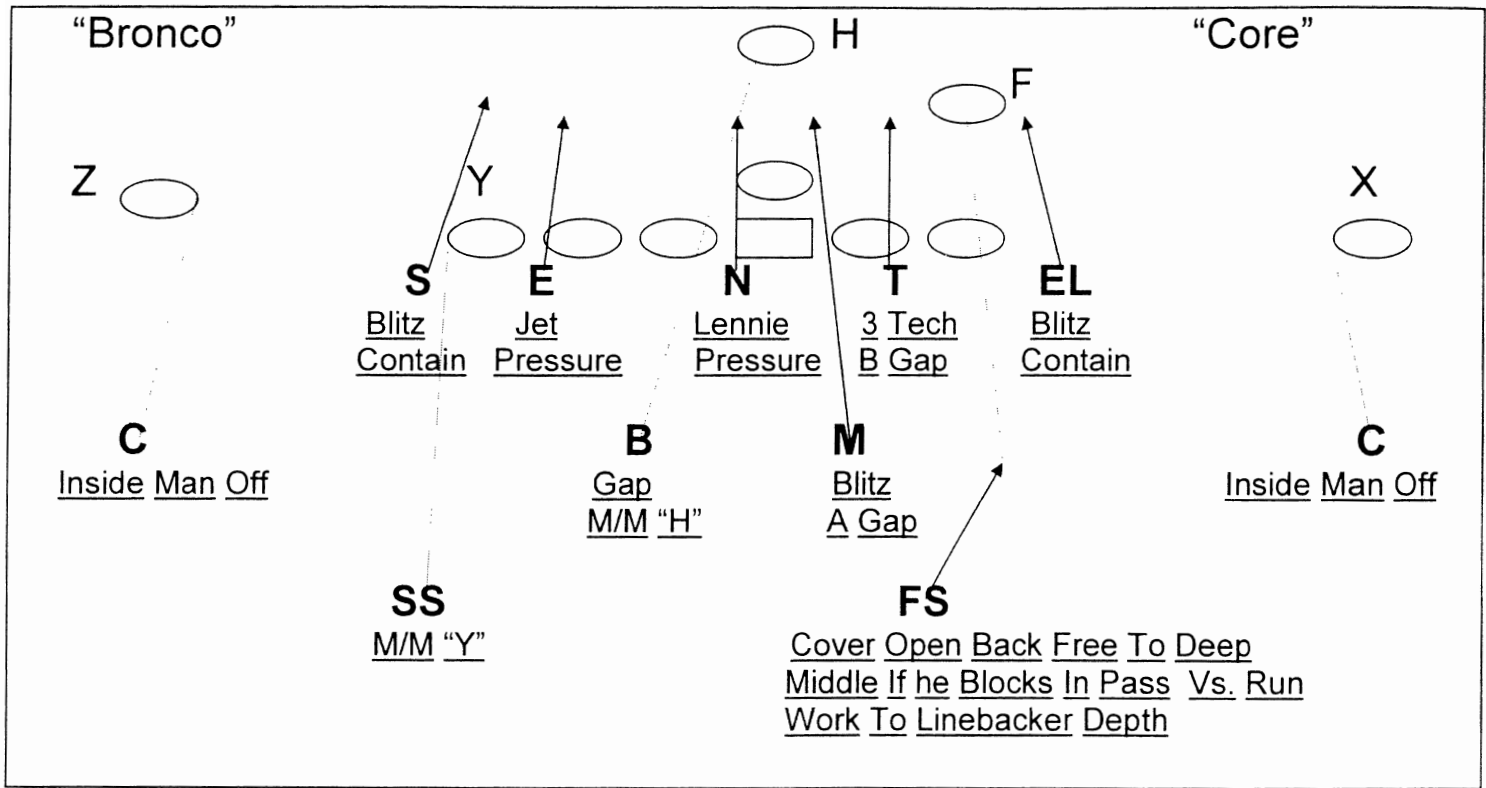
- Bronco/ Core Support
- May Be Run From A Variety Of Fronts Or Stunt Games
- Played With “0” Coverage - Free Safety Take Open Or Displaced Back.

Buck Take At Home Back In One Back Set

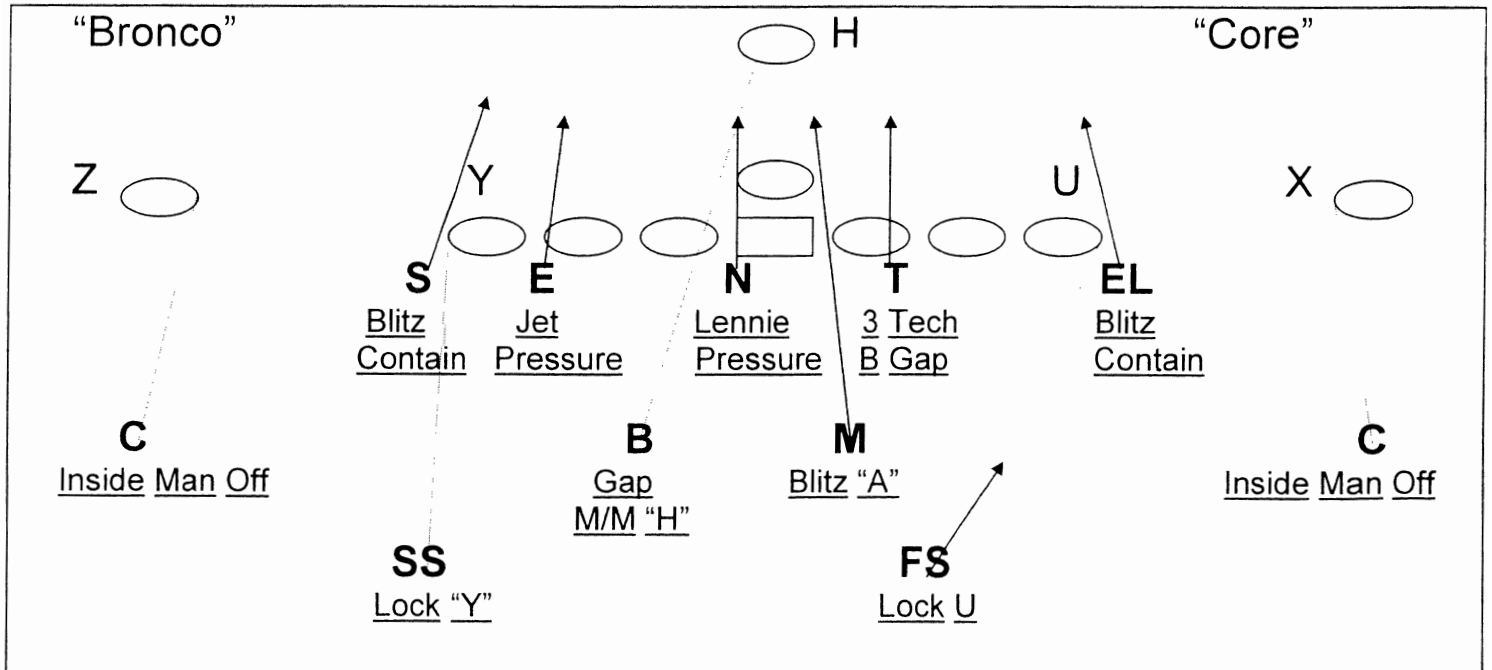
- FS And SS Take Any Displaced Back. May Have “Sambo”

Wide Open Cat Zero

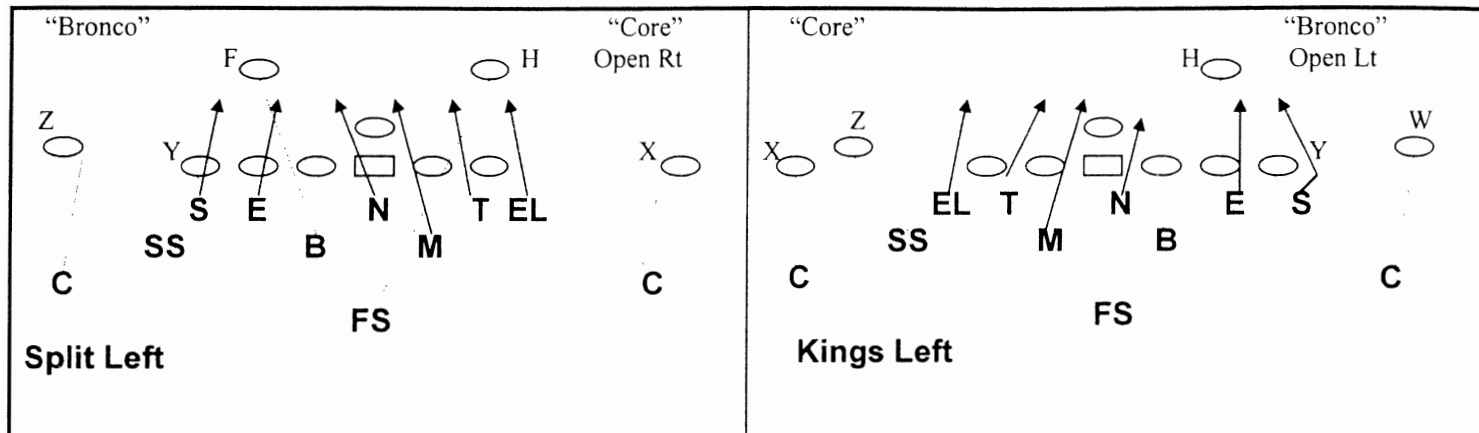
Far I Left



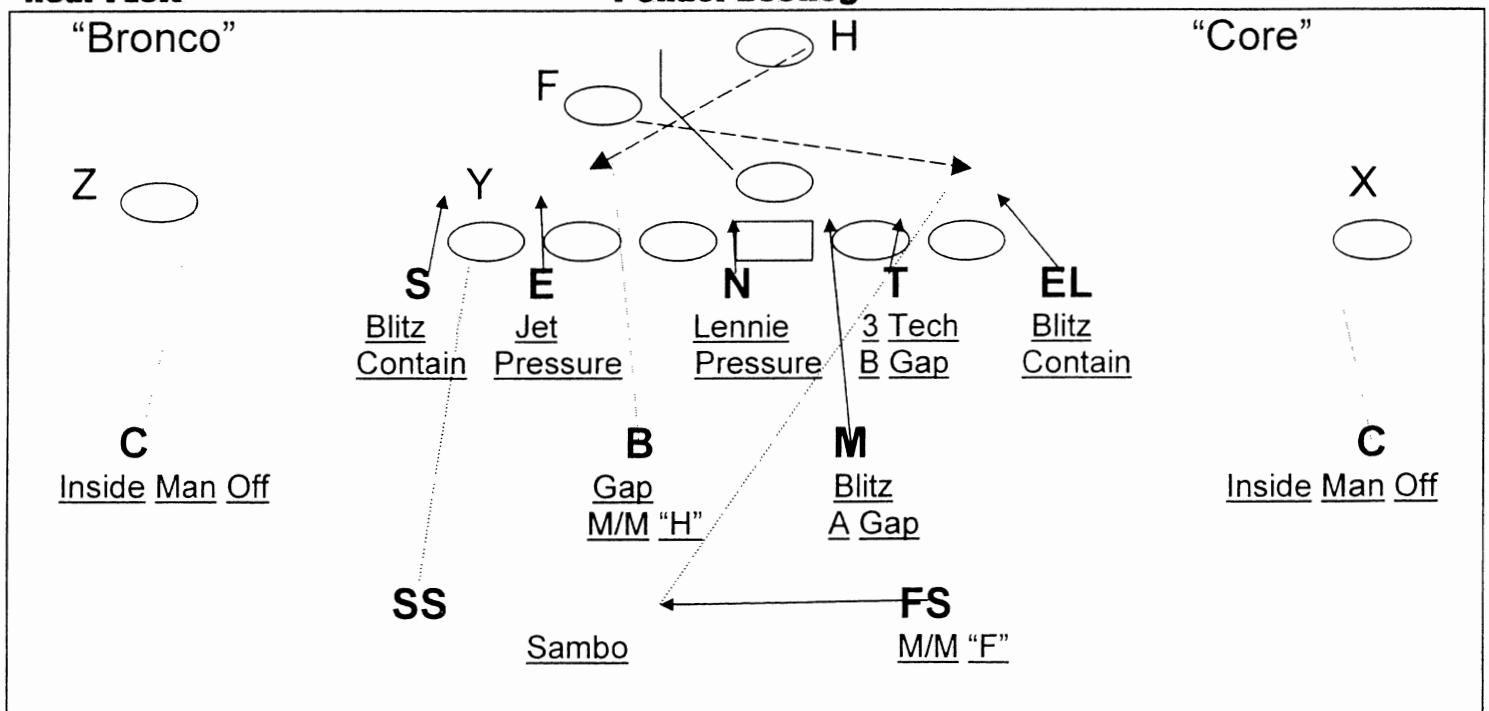
Ace Left



OPEN CAT O



Position	Alignment	Key	Run Responsibility	Pass Responsibility
End	Head On OT Rush In B Gap	<ul style="list-style-type: none"> Ball 	Run To: B Gap Run Away: Squeeze B Gap	Pressure Lane
Tackle	Head On OT Ram "B" - Gap	<ul style="list-style-type: none"> Ball 	Run To: B Gap Run Away: B Gap To Pursuit	Pressure Lane
Nose	Head On C Closed Richie / Lennie	<ul style="list-style-type: none"> Ball 	Run To: Closed A Gap Run Away: Flatten	Rush Closed Pressure Lane
Sam	Rush/ Contain	<ul style="list-style-type: none"> Ball Triangle 	Run To: Force Run Away: Reverse	Contain Lane
Elephant	Rush/ Contain	<ul style="list-style-type: none"> Ball Triangle 	Run To: Force Run Away: Reverse	Contain Lane
Buck	Nose On OG/ 4 Yards Gap	<ul style="list-style-type: none"> Coverage Triangle 	Gap	Man At Home Or Last Back (Near Back Vs. Split)
Mac	Nose On OG/ 3 1/2 Yards Blitz Open A	<ul style="list-style-type: none"> Ball Triangle Flow 	Run To: A Open Run Away: Flatten	Blitz A Open Pressure Lane
Strong Safety	7 x 2 Off TE	<ul style="list-style-type: none"> TE 	Plug	Lock Y
Free Safety	Weak Guard 10 - 12 / Man Open Back	<ul style="list-style-type: none"> Open Back 	Fill	Man Open Back <ul style="list-style-type: none"> CP - Cover Offset Back Versus Near Or Far
Corners	Inside Man 8-10 Yards	<ul style="list-style-type: none"> Off - 3 Step Press-Man 	Secondary Force	Man WR - Inside

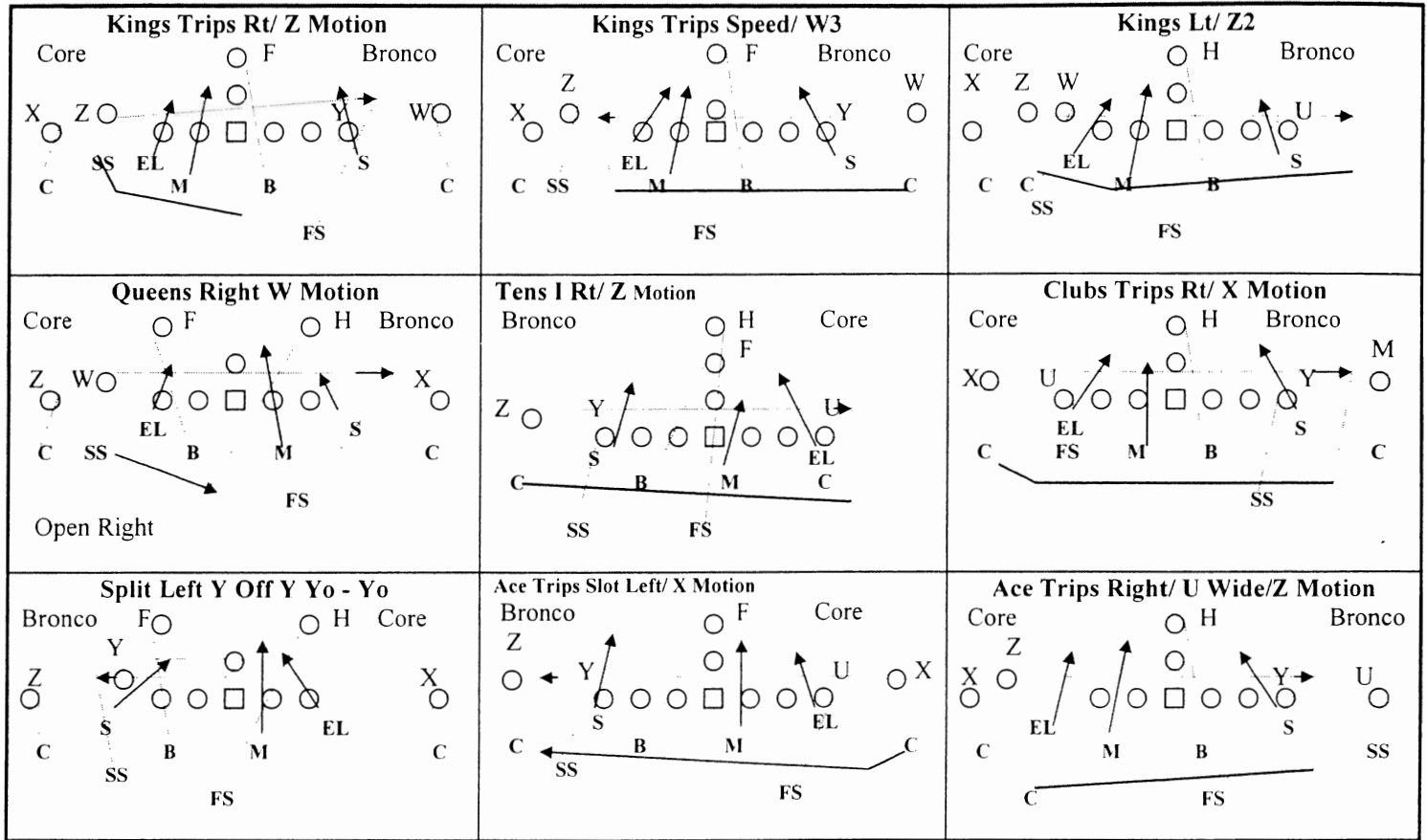


OPEN CAT O

<p>Split Left</p>	<p>Twin Left</p>	<p>Trips Left</p>
<p>Split Slot Left</p>	<p>Twin Slot Left</p>	<p>Trips Slot Left</p>
<p>Twin Left/ H - Crack</p>	<p>Twin Left/ H Wide</p>	<p>Twin Slot Left/ H Wide</p>
<p>Trips Left/ H Crack</p>	<p>Trips Left/ H Wide</p>	<p>Trips Slot Left/ H Wide Weak</p>
<p>Split Left Y Wide</p>	<p>Trips Left H Crack</p>	<p>Split Slot Left/ Y Wide</p>
<p>Ace Left</p>	<p>Ace Trips Slot Left/ U - Wide</p>	<p>Ace Trips Slot Left</p>

OPEN CAT O

<p>Kings Left</p> <p>Core Bronco</p> <p>FS</p> <p>Pinch</p>	<p>Kings Trips Left</p> <p>Bronco Core</p> <p>FS</p> <p>Pinch</p>	<p>Kings Trips Speed Left</p> <p>Core Bronco</p> <p>FS</p> <p>Pinch</p>
<p>Queens Left</p> <p>Bronco Core</p> <p>FS</p> <p>Pinch</p>	<p>I Left/ Y - Trey</p> <p>Bronco Core</p> <p>FS</p> <p>Pinch</p>	<p>Twin Slot Left/ H - Wide/ Z - Deuce</p> <p>Core Bronco</p> <p>FS</p> <p>Pinch</p>
<p>Split Slot Rt/ Z Motion</p> <p>Bronco Core</p> <p>FS</p> <p>Pinch</p>	<p>Trips Lt/ H3</p> <p>Bronco Core</p> <p>FS</p> <p>Pinch</p>	<p>Twins Left F2</p> <p>Bronco Core</p> <p>FS</p> <p>Pinch</p>
<p>Split Right Z Motion</p> <p>Core Bronco</p> <p>FS</p> <p>Pinch</p>	<p>Twin Slot Lt/ H2</p> <p>Core Bronco</p> <p>FS</p> <p>Pinch</p>	<p>Trips Slot Left F3</p> <p>Core Bronco</p> <p>FS</p> <p>Pinch</p>
<p>IRT/ Y Off/ Y Motion</p> <p>Bronco Core</p> <p>FS</p> <p>Pinch</p>	<p>Trips Rt/ Y Off/ Y3</p> <p>Bronco Core</p> <p>FS</p> <p>Pinch</p>	<p>Twins Slot Rt/ Z Motion</p> <p>Bronco Core</p> <p>FS</p> <p>Pinch</p>
<p>Ace Trips Slot Right/ Z Motion</p> <p>Bronco Core</p> <p>FS</p> <p>Pinch</p>	<p>Ace Trips Lt/ U Wide/ Z Motion</p> <p>Bronco Core</p> <p>FS</p> <p>Pinch</p>	<p>Ace Trips Rt/ Y Off/ Y Motion</p> <p>Bronco Core</p> <p>FS</p> <p>Pinch</p>

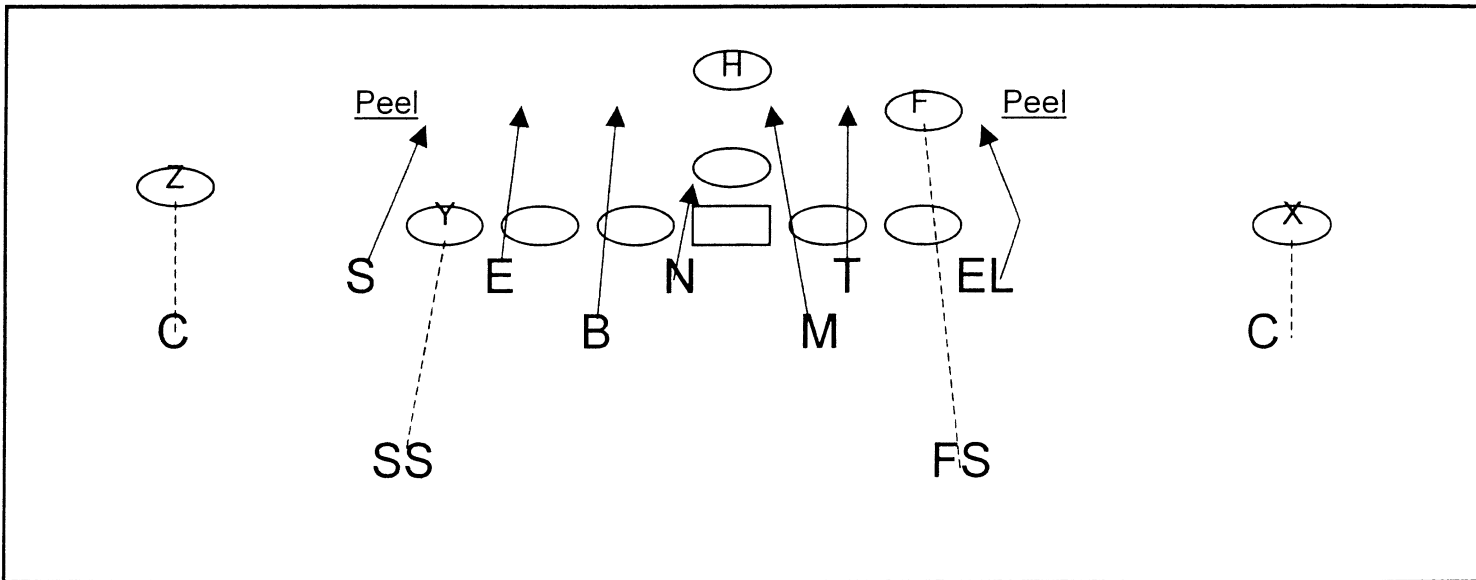
OPEN CAT O

Wide Peel Blitz Zero

- Align In A Wide Front, Open Call Will Set The Front
- Line Rush Your Gaps. One Technique Spy
- Elephant And Sam Peel On The Last Back Or The Strong Back Vs Split Backs. Vs I Backs Peel On The First Back Closed And The Second Back Open
- Mac Blitz The Open "A" Gap
- Buck Blitz The Closed "B" Gap, Buck Has Empty Motion Vs one Back
- Open Cat Rules In The Secondary
- Corners Off And Inside

REGULAR FAR I LEFT

CLOSED LEFT

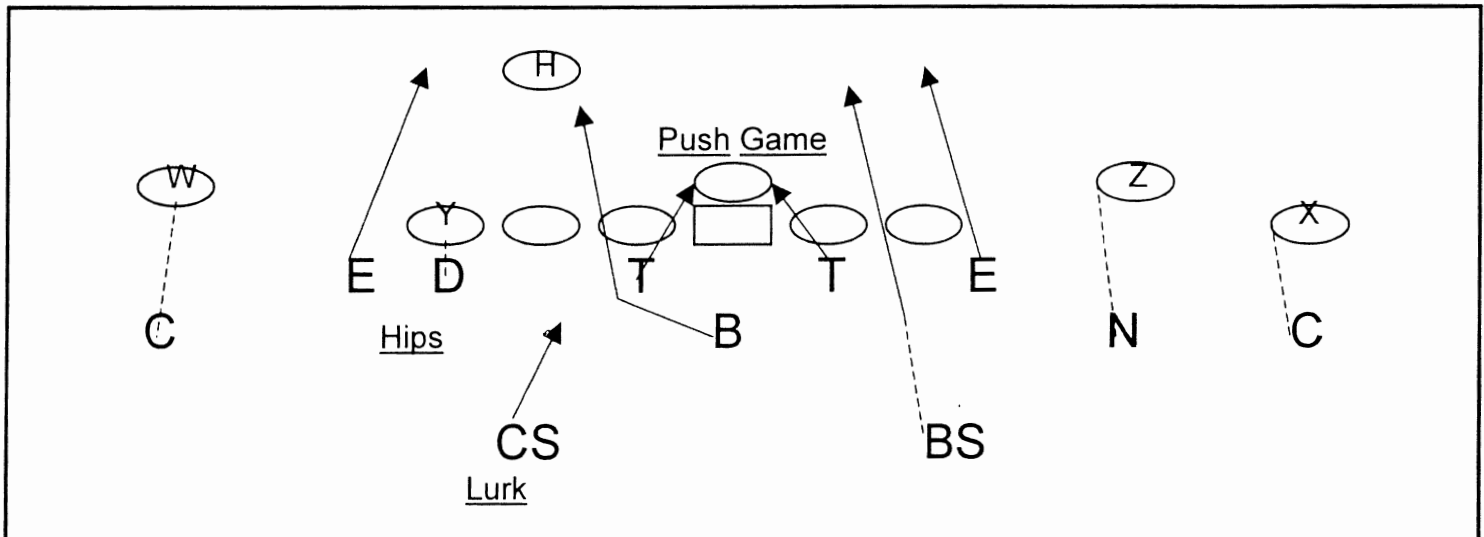
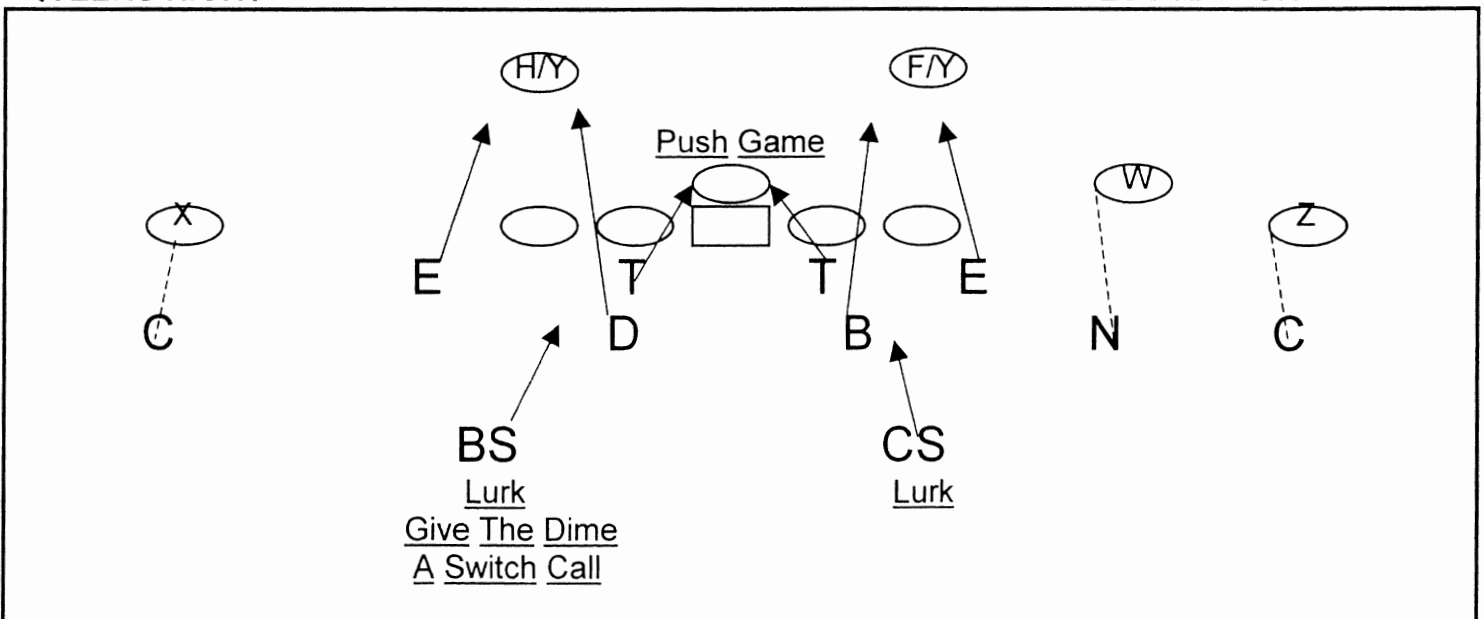


Peel Looks

<p>Peel On The 1st Back Closed And The 2nd Back Open</p>	<p>Peel On The Last Back - Verse Near I Or Far I</p>
<p>Peel On The Strong Back - Verse Split Backs</p>	<p>Peel On The Last Back - Verse One Back</p>

(Stay) Blitz B Zero

- Align In A 4-1. Closed Call To The Tight End Vs Kings, The Strong Back Vs Queens, The Nickel Vs Flush
- Ends Rush Up Field
- Tackles Run A Push Game
- Backer Rock And Blitz The Closed Side "B" Gap
- Blitz Safety Vs Kings Or Flush Blitz The Open "B" Gap With No Coverage. Vs Queens Give The Dime A Switch Call To Put Him In The Blitz. Lurk Open Behind The Dime
- Cover Safety You Are Not A Blitzer. Vs Kings Or Flush You Have Coverage On The Back. Rock To the Side Of The Back And Lurk For Crossers Vs Pass And Scrape Vs The Run. Vs A Neutral Back Align Closed And Lurk To The Side He Steps. Vs Queens Lurk Closed.
- Corners And Nickel Match The WR's
- Dime Hips The Tight End Vs Kings And Blitz The Open "B" Gap Vs Queens.
- Dime Vs Kings Y Shift (Deep) Or Any Kings Y Motion Lock The Tight End
- Vs Empty Strong Safety Take The Back Or The Tight End Vs Straight

KINGS NEAR RIGHT**CLOSED LEFT****QUEENS RIGHT****CLOSED RIGHT**

2002 CINCINNATI BENGALS NOTE BOOK INSTALLATION 4

Fronts	PAGE #
Swing	1
Rover - Rover Games (Shovel, Wedge)	2

Coverage	PAGE #
Wide 43	4
Wide Odd 49	11
Wide Odd 29	15
54	16
Red Zone Coverage Adjustments	21
Stay Red Zone Double 55	22

Disguise:
Choke

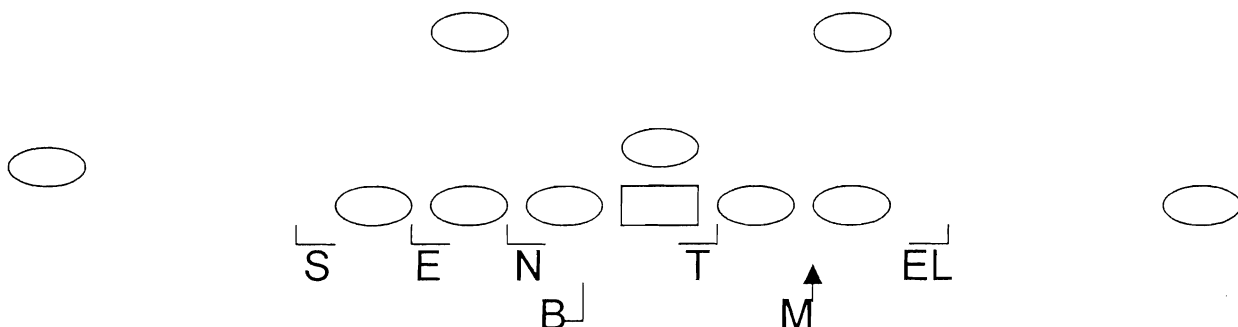
Zone Pressure	PAGE #
Strong Storm 2Z	23
Thunder 2Z	27

Fire Zones	PAGE #
Weak Fire Zone	28
War Fire Zone	29
Whip Fire Zone	30
Rover Magic Fire Zone	31

2002 Lottery Numbers - Top 3

15	Fumble Recoveries
22	Interceptions
37	Take Aways
52	Sacks
69%	3rd Down Defense
86 Yards	Rushing Defense
280 Yards	Total Defense
14 Points	Scoring Defense
62%	Red Zone Defense

Front: Swing

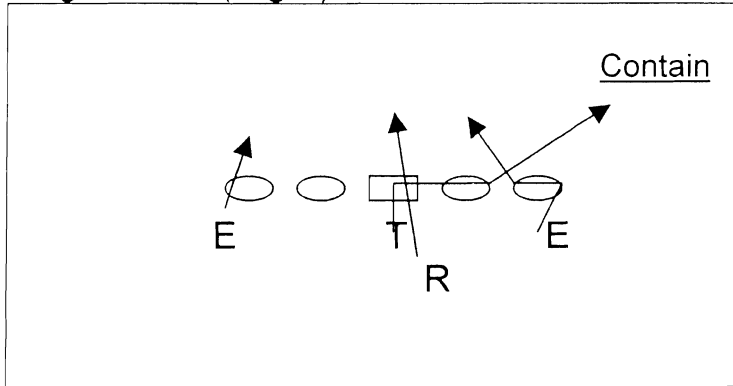


Position	Technique /Alignment	Keys	Responsibilities
Sam	9 By Coverage	<ul style="list-style-type: none"> Tight End Near Back Lineman 	"D" Gap/ Force Flow Away: Reverse Or Coverage
Nose	Align To The Closed Call Outside Split Of Guard "3" Technique	<ul style="list-style-type: none"> Guard Vision To Tackle Flow 	"B" Gap On Flow To Pursue Flow Away Pass: Possible Stunts
Buck	4 To 4 ½ Yards Deep "Protected" 3 Technique	<ul style="list-style-type: none"> Triangle Back Tackle - Flow 	Closed "A" Gap To Flow
Tackle	"Tilt" In Guard/ Center Gap To The Open Side Play A Plus Technique	Center	Flow To – "A" Gap Flow Away – Squeeze Pass: Possible Stunts
MAC	Gap Technique: Stack With Nose Tackle 4 To 4 ½ Yards Deep	Triangle: Back/ Flow	"B" Gap Flow Away: Check Far "A" Gap
End	Wide Five – Get Off!	<ul style="list-style-type: none"> Tight End Tackle Flow 	"C" Gap Flow Away- See Ahead Pass: Possible Stunts
Elephant	7 Technique	<ul style="list-style-type: none"> Tackle Near Back Lineman 	"C" Gap Flow Away: Reverse

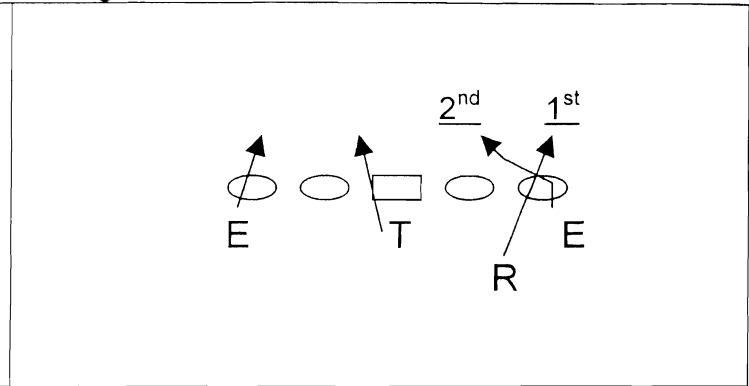
Rover Games

- All Games Can Be Run Left/ Right or Open/ Closed

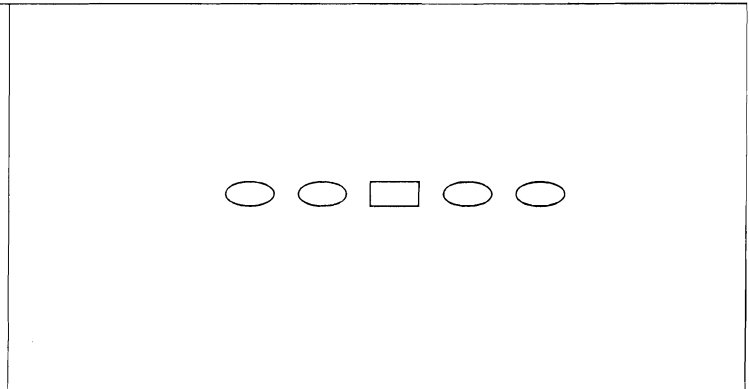
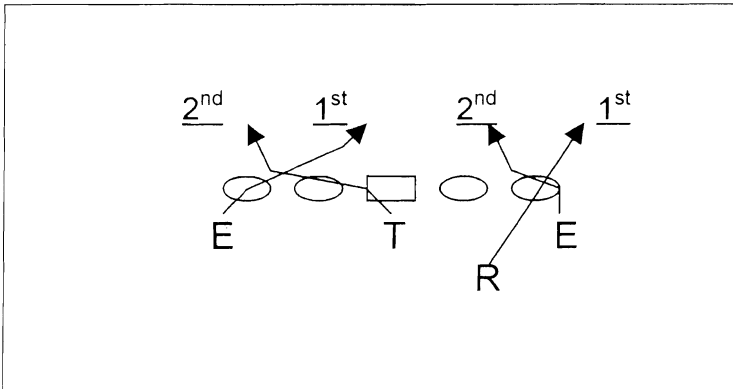
Right Nose (Right)



Right Pick

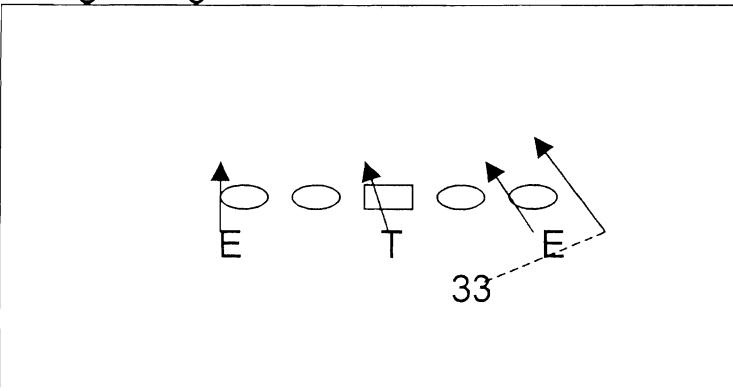


Mixer

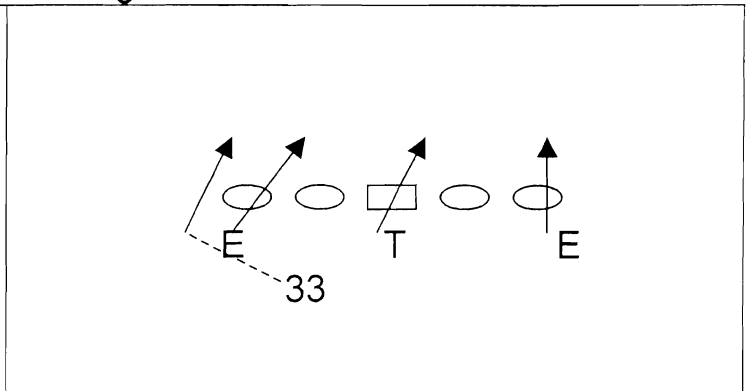


Dragon

Dragon Right

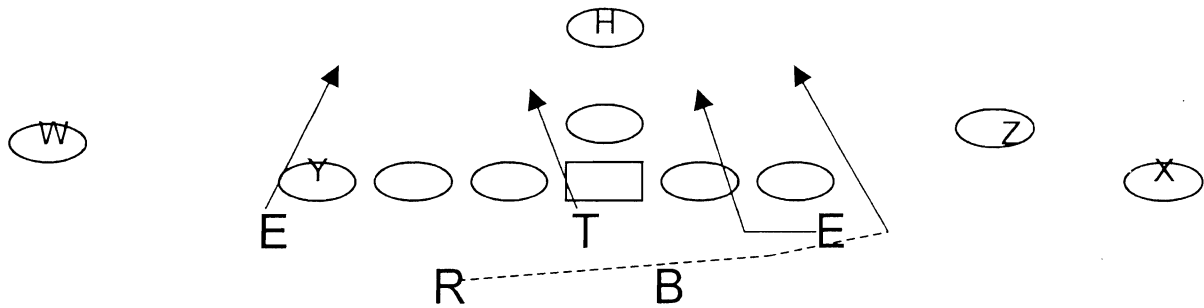


Dragon Left



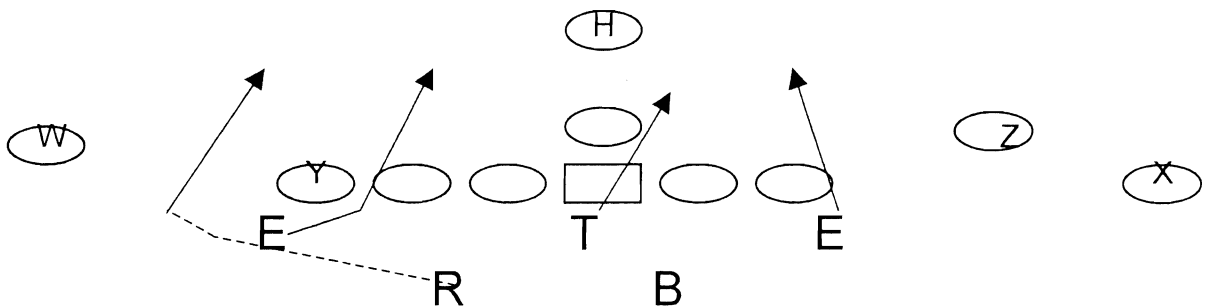
Rover Shovel & Wedge

SHOVEL - ROVER WILL GO STRONG AND COME OFF THE EDGE



- End To The Call Will Pinch
- End Away From The Call Will Contain Rush
- Tackle Will Balance the Rush

WEDGE - ROVER WILL GO WEAK AND COME OFF THE EDGE



- End To The Call Will Pinch
- End Away From The Call Will Contain Rush
- Tackle Will Balance the Rush

Cover4 (Black)

Align With Zone Automatic Rules

A 3 Under, 4 Deep Zone Coverage With The Sam, Buck And Mac Zoning Off The Three Inside Core Receivers. Match Up On The 3 Receivers Once They Declare Their Routes. Squeeze The Routes Down From Outside In To The Next Eligible Receiver Then Drop Him And Come Off. Versus Any Seam Route By An Inside Receiver The Sam Or Mac Will Carry The Seam To About 8-10 Yards And Drop Him To The Safety. Sam And Mac Must Be Prepared To Come Off On Any China Call From The Corner. If The Sam Or Mac Gets An Inside Receiver Running An Outside Route They Want To Match Up On Him.

Both Corners And Safeties Will Play The Same Technique As They Have With Any Quarters Coverage. Corners Must Be Prepared To Make Quick China Calls Versus Any China Route By A WR. Read #2 Receiver Your Side - Play Out - Play Out To - In Technique.

Sam, Buck & Mac -

Zone Off 3 Inside Receivers And Match Up Once They Declare Their Routes.

Corners -

Execute 3-10-30 Technique When Playing Off The Receiver. At Times We Will Play Press And Run Off With This Coverage. You Should Have Inside Help Out Of Your 1/4 Safety.

Safeties -

Read Through The #2 Receiver To Your Side. If He Runs A Vertical Route Then Play Over The Top Of Him. If #2 Does Not Run Vertical Then Look To Help Over The Top And Inside Out On The #1 Receiver

Cover 43

<div style="display: flex; justify-content: space-between;"> <div style="width: 48%;"> <p>Black Left "Backer"</p> </div> <div style="width: 48%;"> <p>Open Right "Core"</p> </div> </div>				
Position	Alignment	Key	Run Responsibility	Pass Responsibility
Sam	9 Technique	<ul style="list-style-type: none"> Tight End Tackle Guard Near Back 	Run To: Force Run Away: Reverse Pursuit	<ul style="list-style-type: none"> Black: QTR's #2 Red Curl Flat
Buck	Align By Responsibility 5 Yards Deep	<ul style="list-style-type: none"> OG To Backfield Pattern 	Run To: Spill – Front Called Run Away: Go Fast – Front Called	<ul style="list-style-type: none"> Black: 3 Rec. Hook Red: Hook To Curl
Mac	Align By Responsibility 5 Yards Deep Vs 2x2 Ace Be Slow To Go	<ul style="list-style-type: none"> OG To Backfield Pattern 	Run To: Depends On Front Called Run Away: Depends On Front Called	<ul style="list-style-type: none"> Black: QTR's #2 Red: Curl Flat
Elephant	7 Technique	<ul style="list-style-type: none"> OT Near Hip Guard Near Back 	Run To: Plug Run Away: Pursuit	Contain Rush
Corners	Disguise As 2 Deep And Move On QB	<ul style="list-style-type: none"> Through #2 To QB 	Black – 2 nd Contain – Alert Crack Red: To TE "C" Gap 7 Yards. Fill Were Needed	<ul style="list-style-type: none"> Black: Clue 1/4's Red: 1/3's
Strong Safety	Disguise As 2 Deep And Move On QB	<ul style="list-style-type: none"> Through #2 To QB 	Black – Fill Red – Force	<ul style="list-style-type: none"> Black: 1/4 Red: Curl/ Flat
Free Safety	Disguise As 2 Deep And Move On QB	<ul style="list-style-type: none"> Through Uncovered Lineman To Backs 	Black – Force Red - Fill	<ul style="list-style-type: none"> Black: 1/4 Red: Deep Middle 1/3

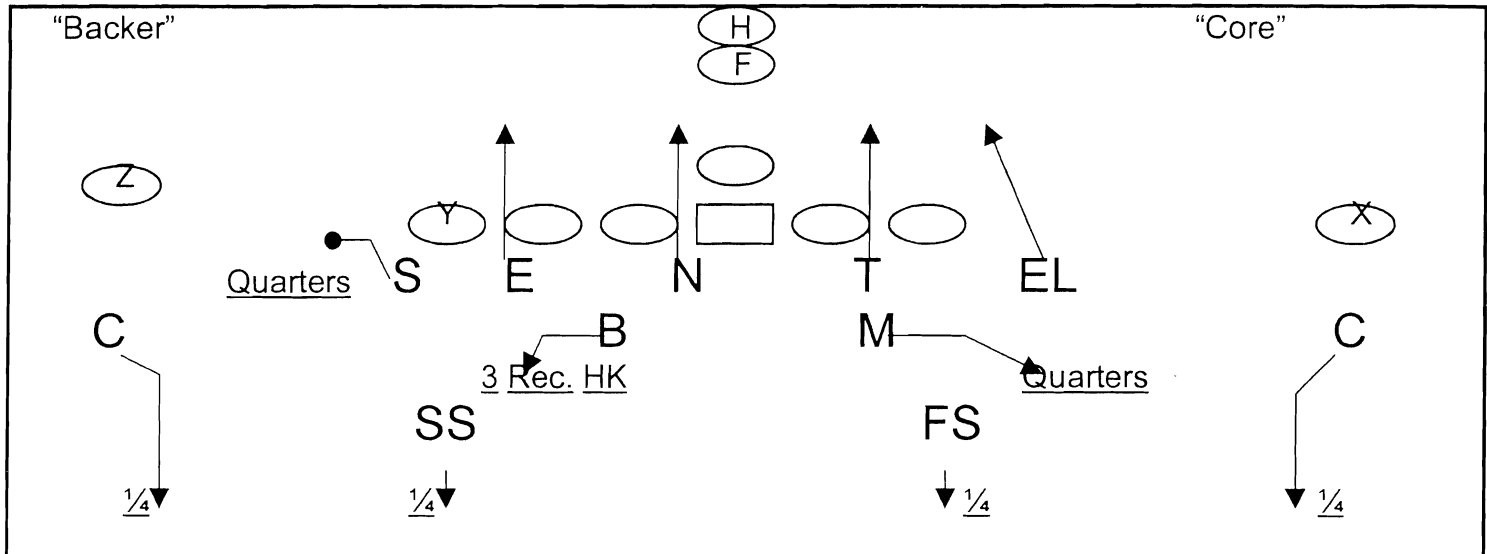
Wide 43

- Align In A Wide Front. Open Call To Set Front.
- Defensive Line Rush
- Quarters Coverage In The Secondary (Black LT/RT)
 - Vs Regular, Sam and Mac Are Quarters Technique Buck Is 3 Receiver Hook
 - Vs Slot Play Cover 3

I RIGHT

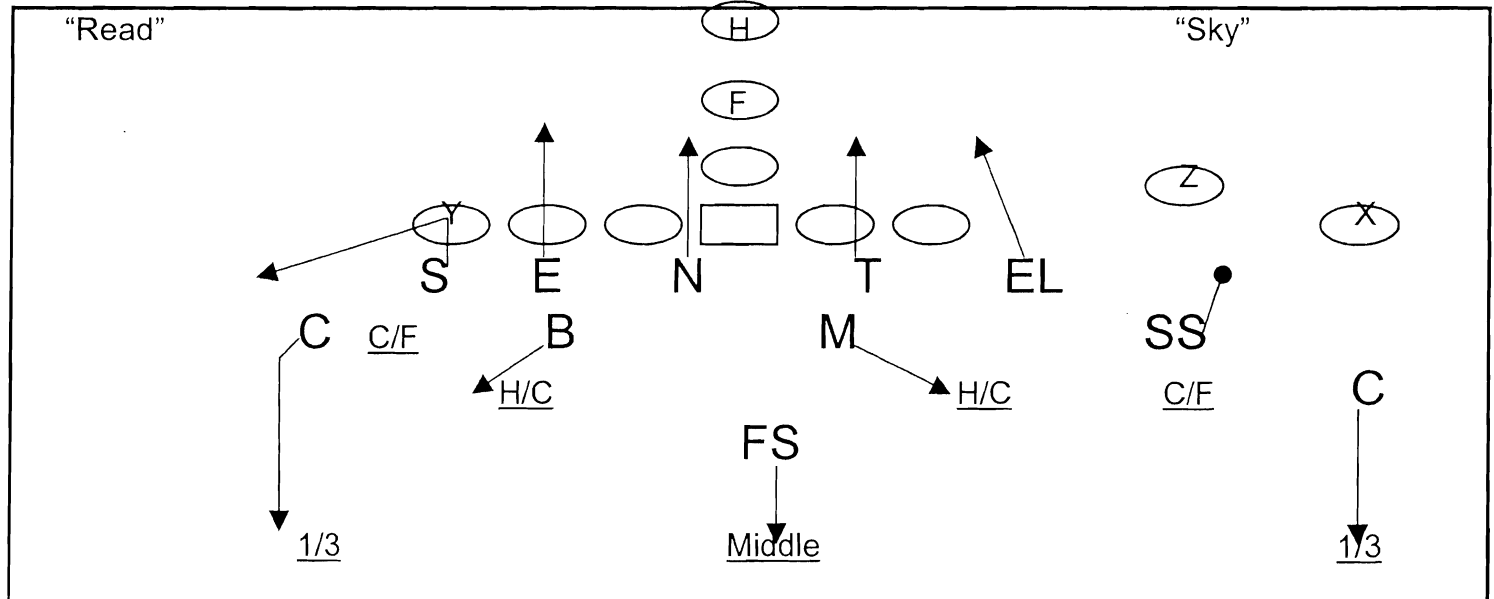
"QUARTERS"

BLACK LT



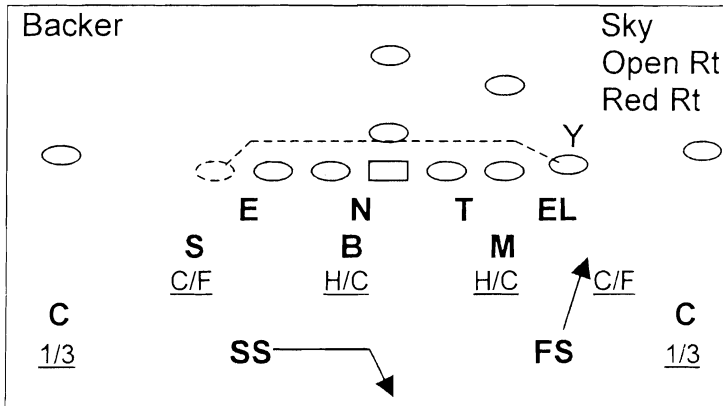
I SLOT RT

"RED RIGHT"

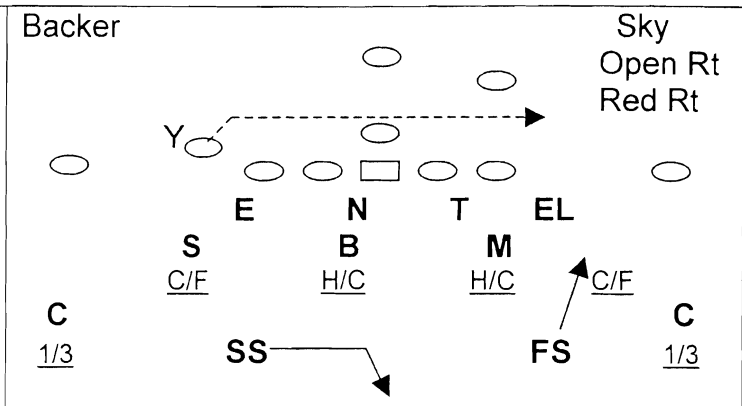


Wide 43

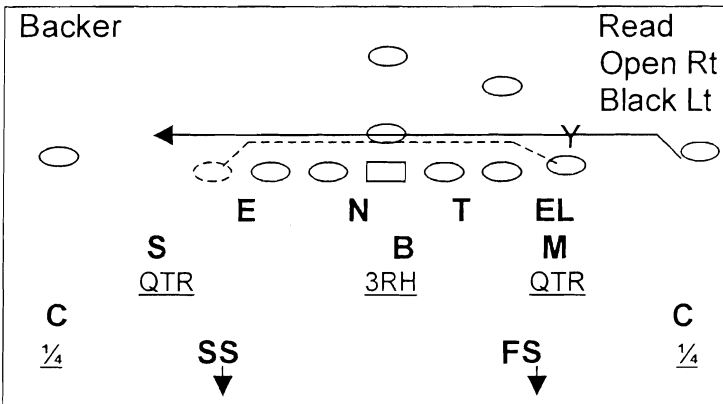
Y Trade



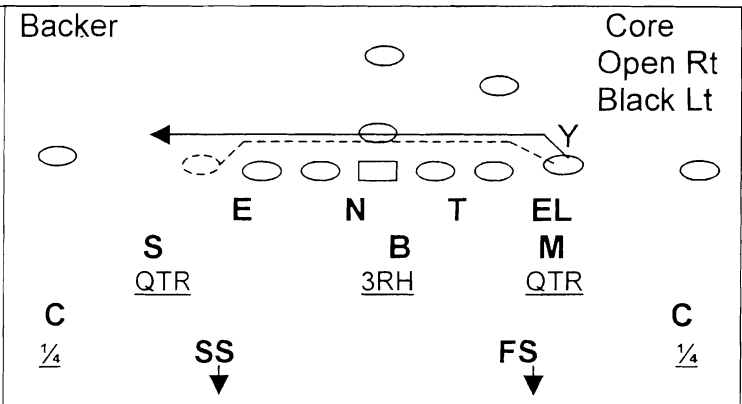
Y Off Y Motion



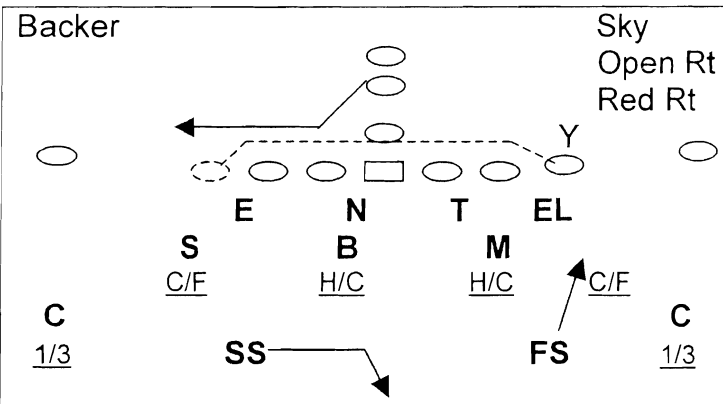
Y Trade Z Motion



Y Trade Y Off Y Motion

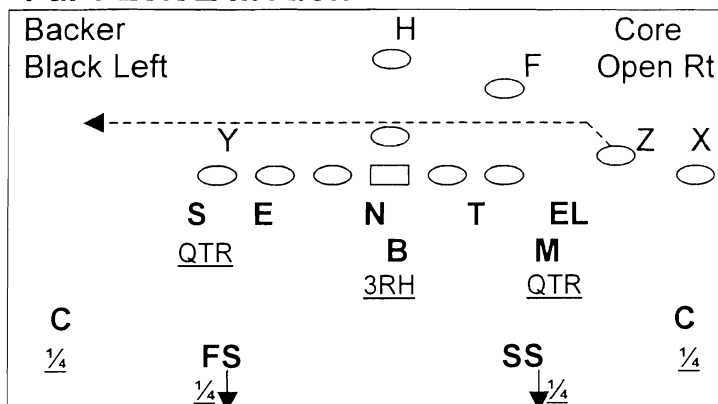


Y Trade F Motion

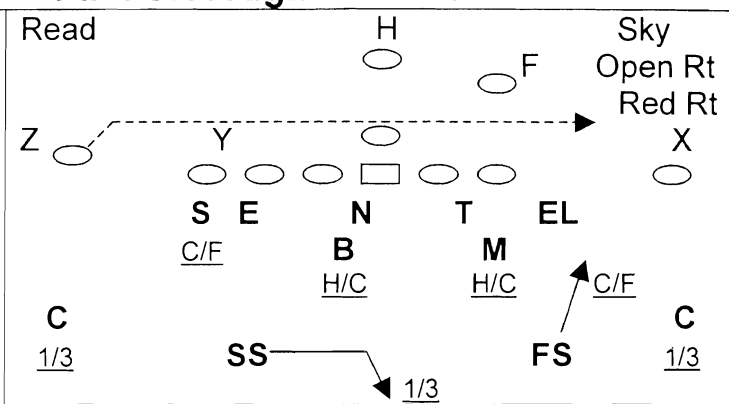


Wide 43

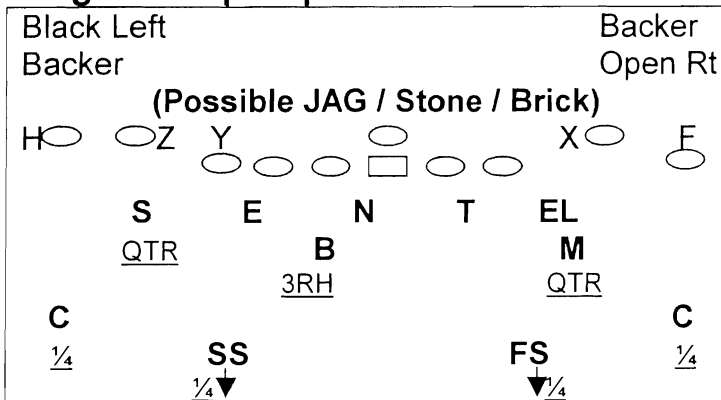
Far I Left Z Motion



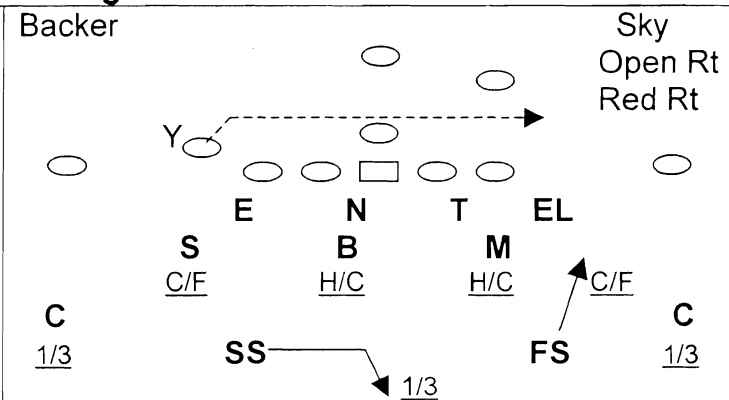
Far I Slot Right Z Motion



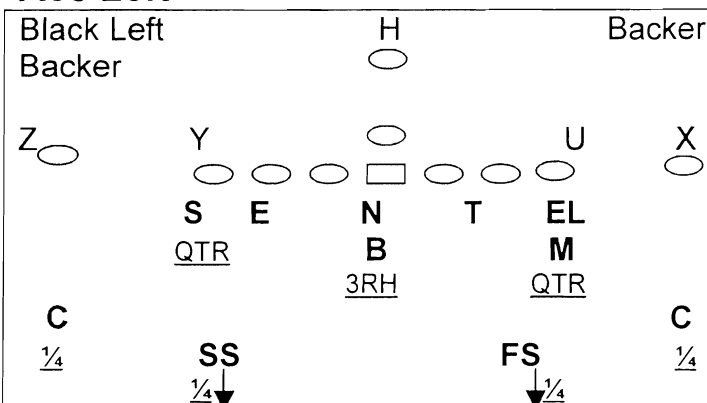
Regular Trips Spread Left



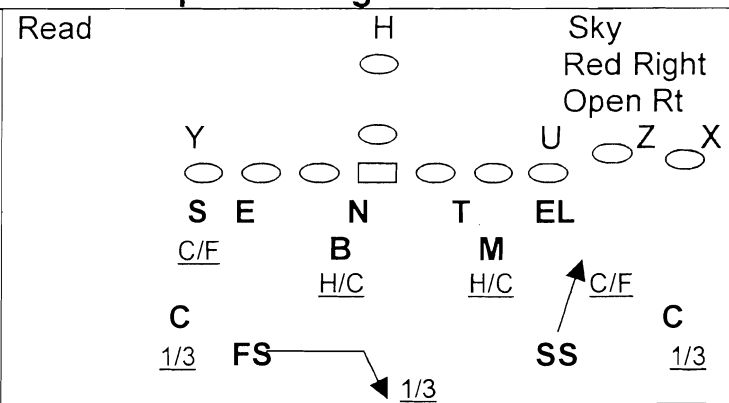
Regular Y Off Y Motion



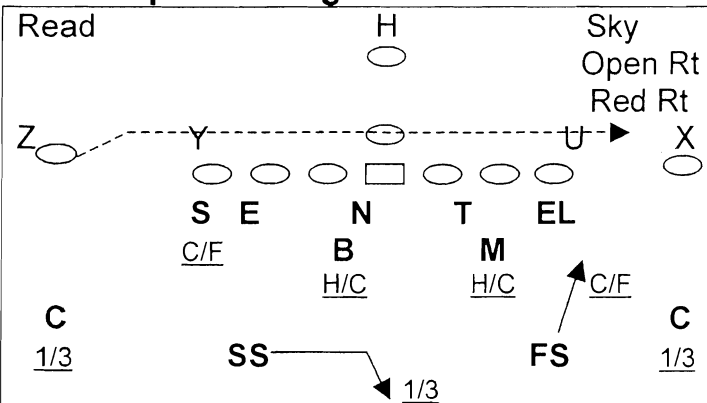
Ace Left



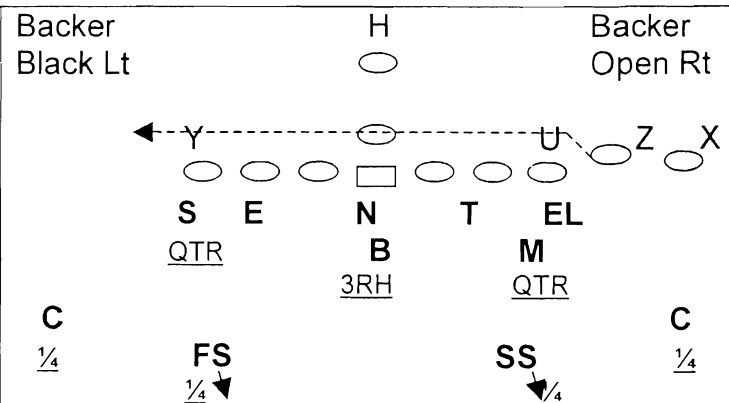
Ace Trips Slot Right



Ace Trips Slot Right Z Motion

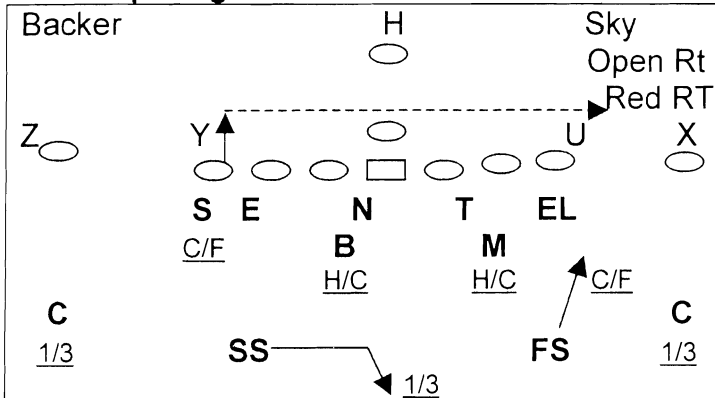


Ace Left Z Motion

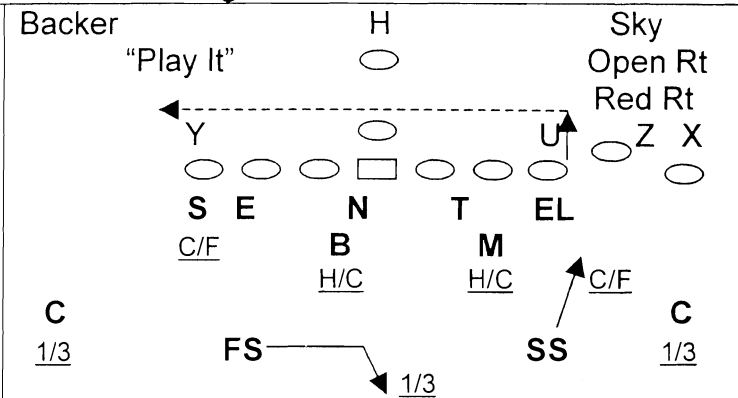


Wide 43

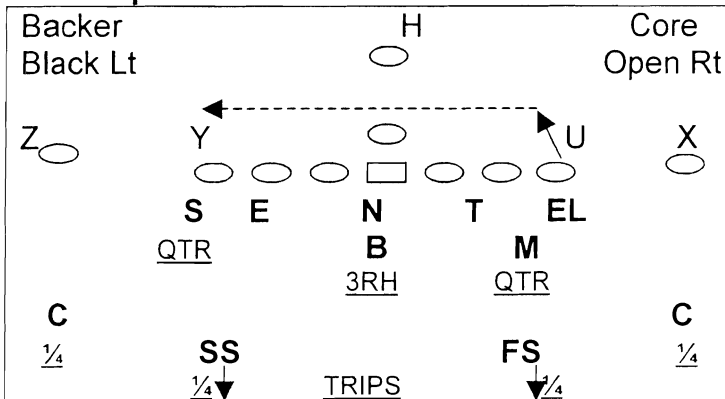
Ace Trips Right Y Off Y Motion



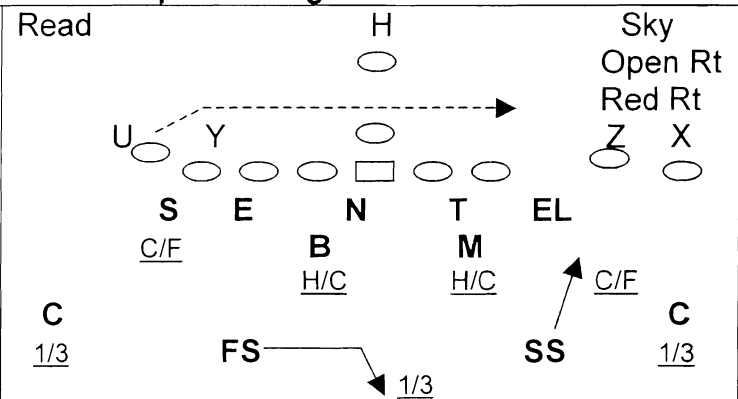
Ace Slot Right U Off U2



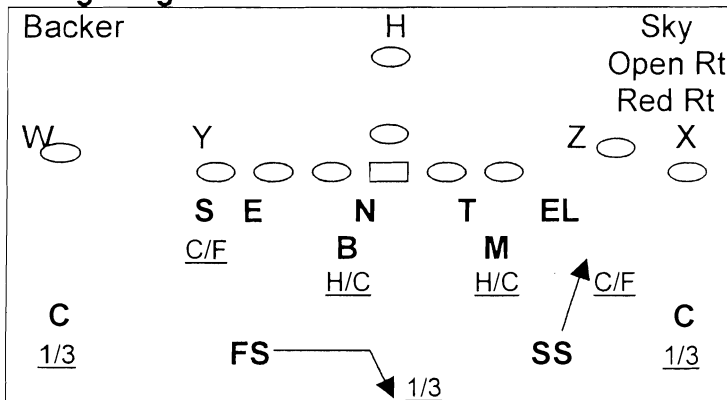
Ace Trips Left U Off U3



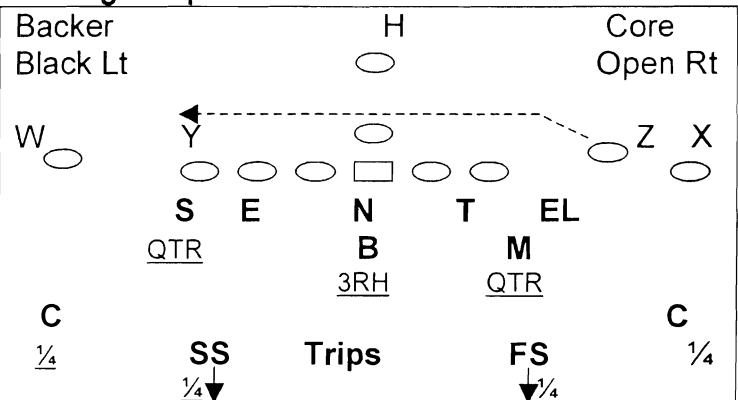
Ace Trips Slot Right U3



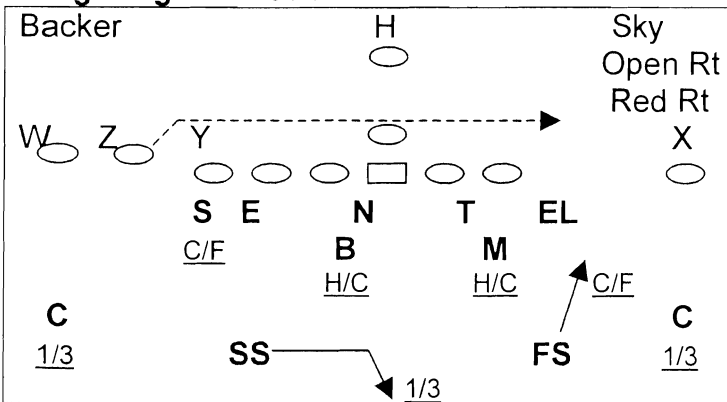
Kings Right



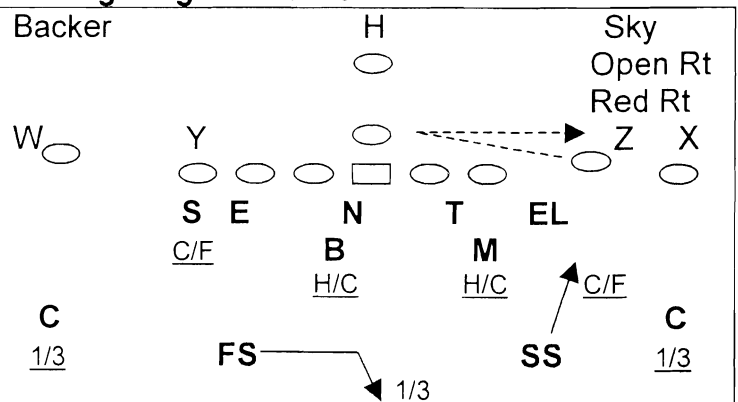
Kings Trips Left Z Motion



Kings Right Z Motion

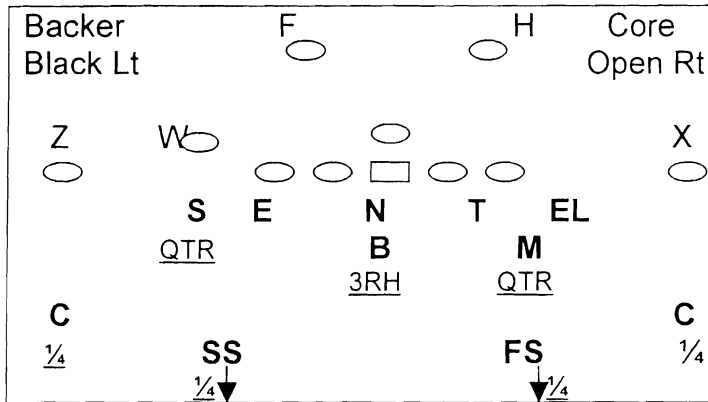


Kings Right Z Yo-Yo

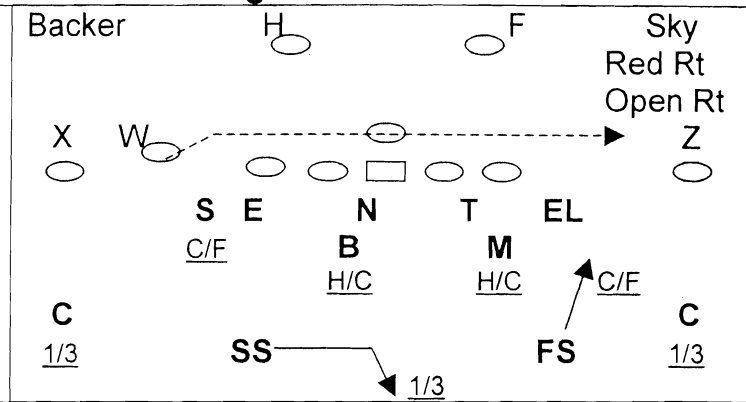


Wide 43

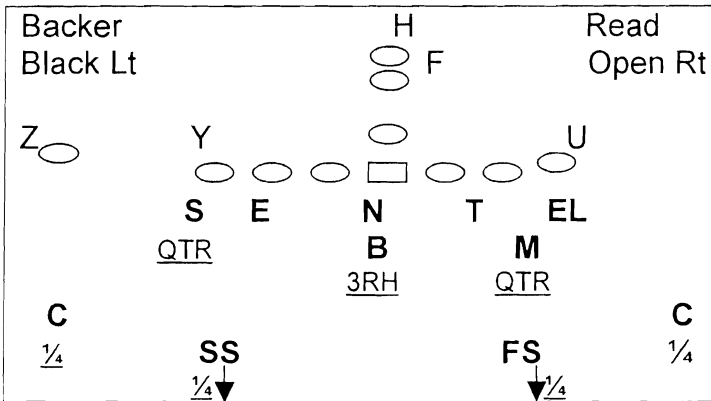
Queens Left



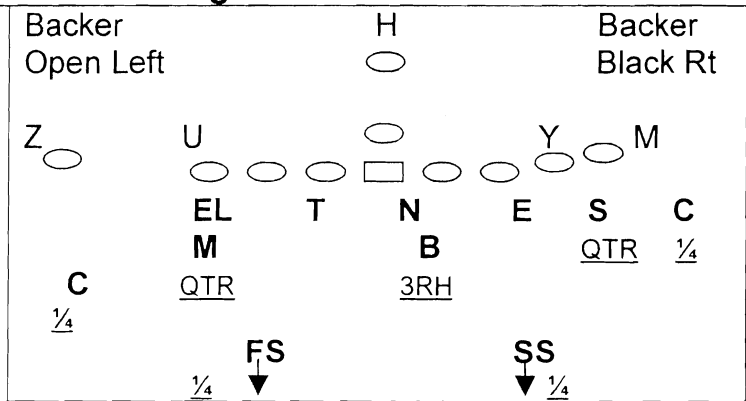
Queens Right W Motion



Tens I Left

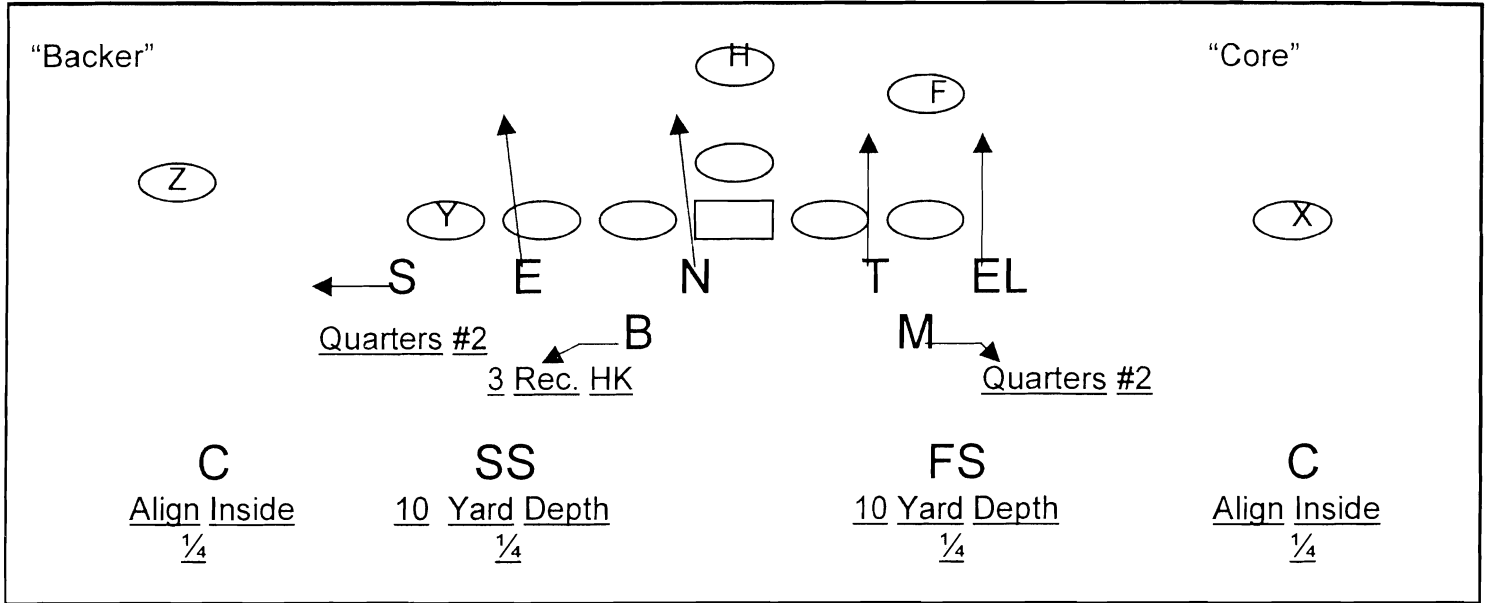


Clubs Right



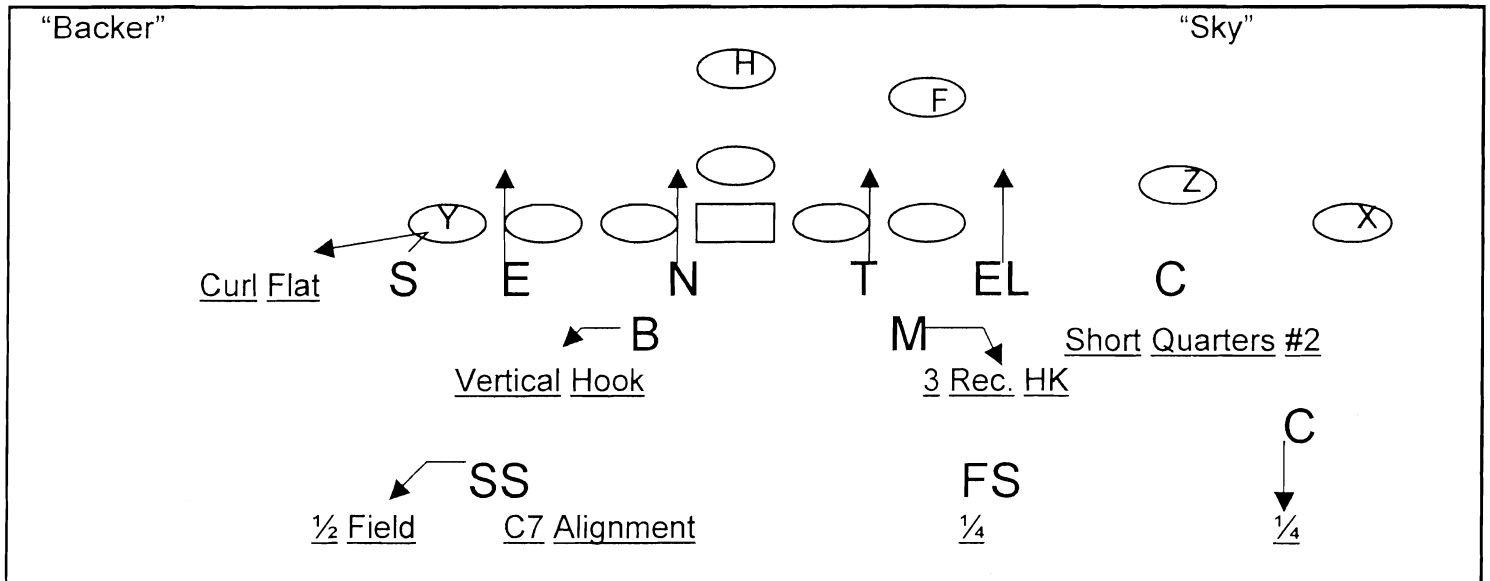
FAR I LEFT

BLACK LEFT



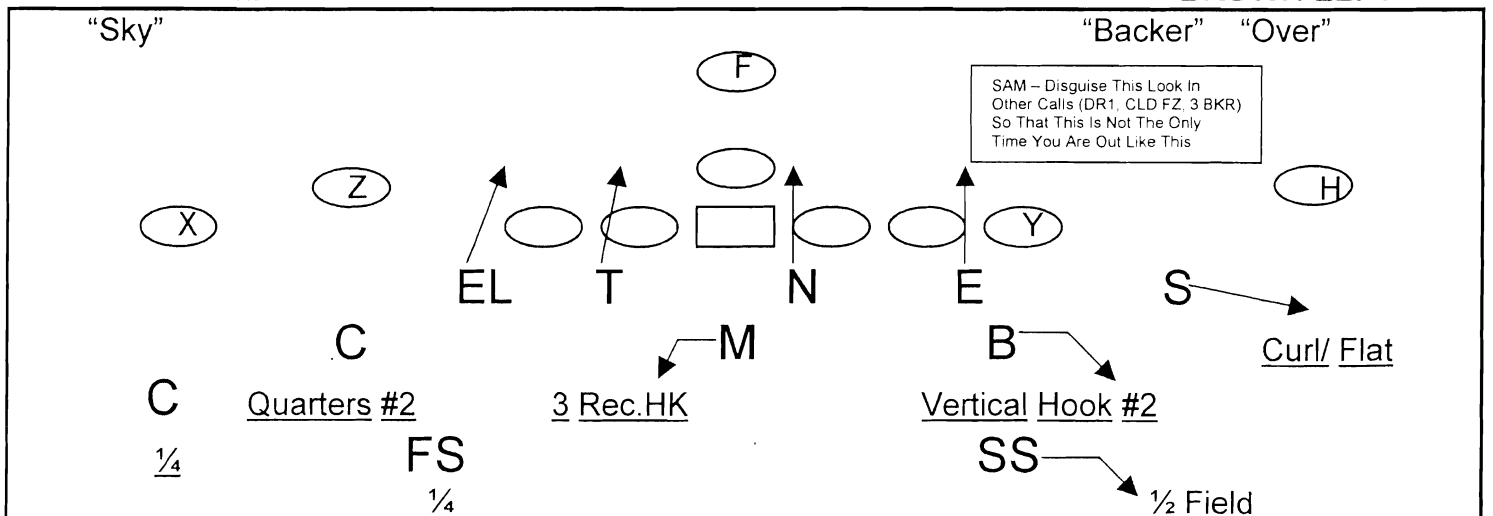
FAR I SLOT RIGHT

BROWN RIGHT



TWIN SLOT LEFT

BROWN LEFT

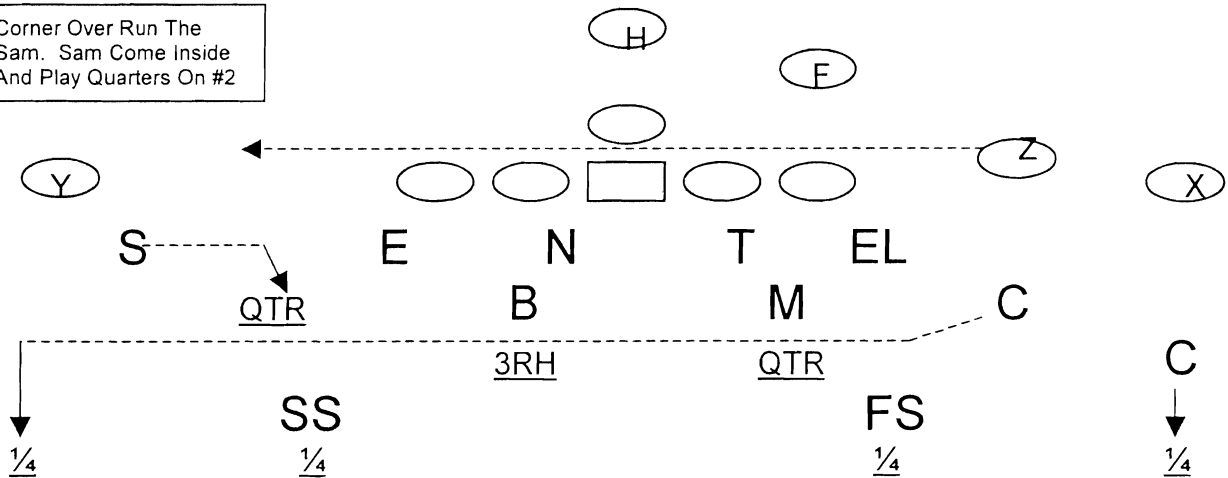


*** Special Rules ***

REGULAR FAR I LEFT Y WIDE Z MOTION

BROWN TO BLACK

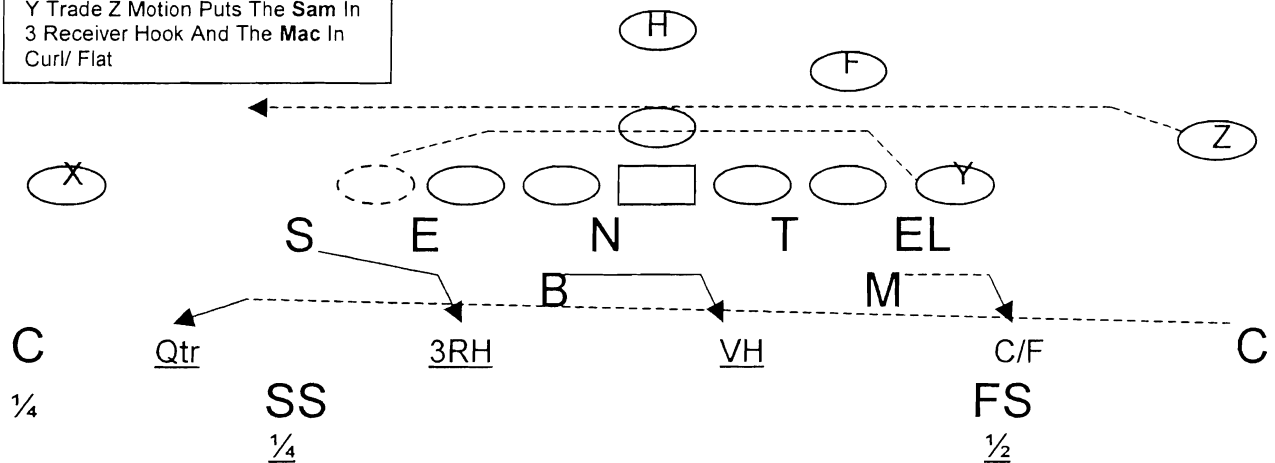
Corner Over Run The
Sam. Sam Come Inside
And Play Quarters On #2



REGULAR (Y TRADE) NEAR I SLOT Z MOTION

"PLAY IT" TO BROWN

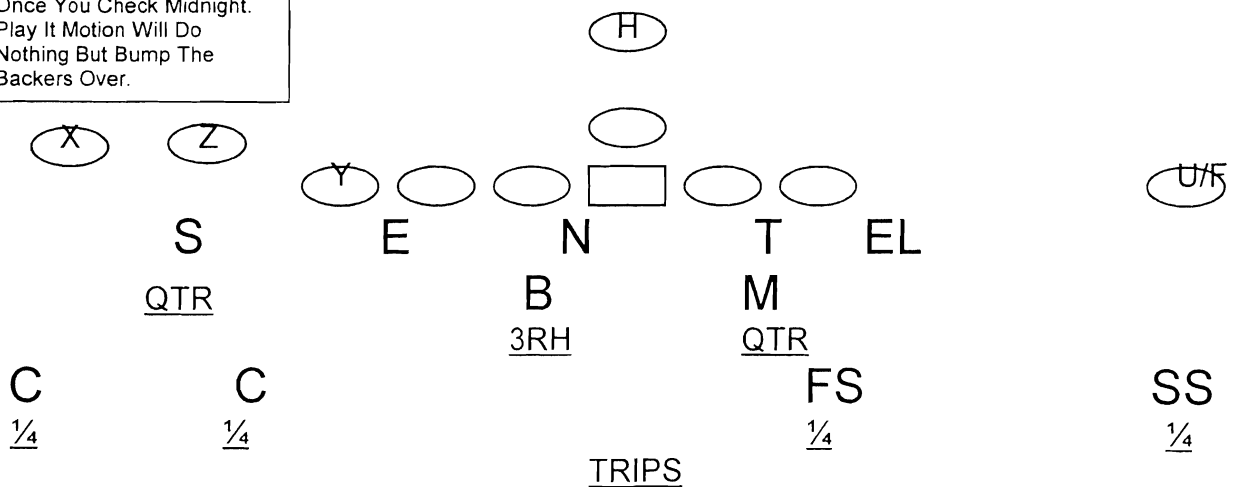
Y Trade Z Motion Puts The Sam In
3 Receiver Hook And The Mac In
Curl/ Flat



ANY TRIPS SLOT WITH WIDTH BACK SIDE

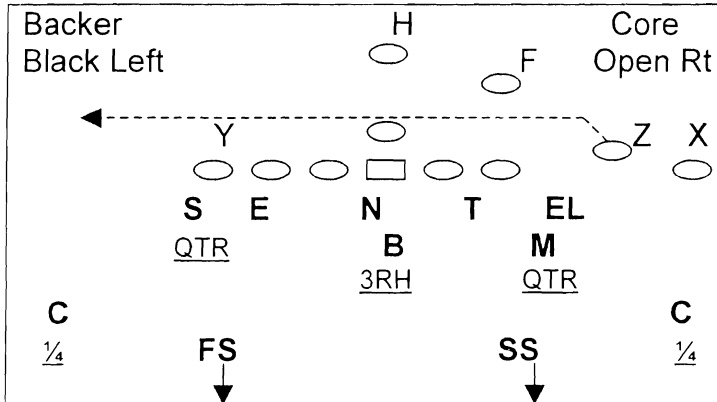
MIDNIGHT

Once You Check Midnight.
Play It Motion Will Do
Nothing But Bump The
Backers Over.

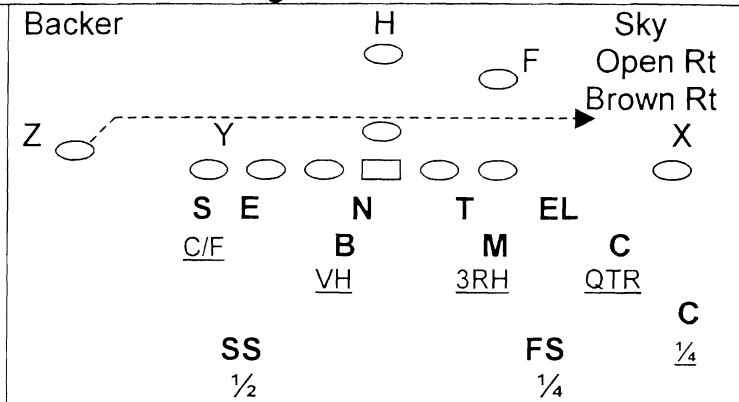


Wide Odd 49

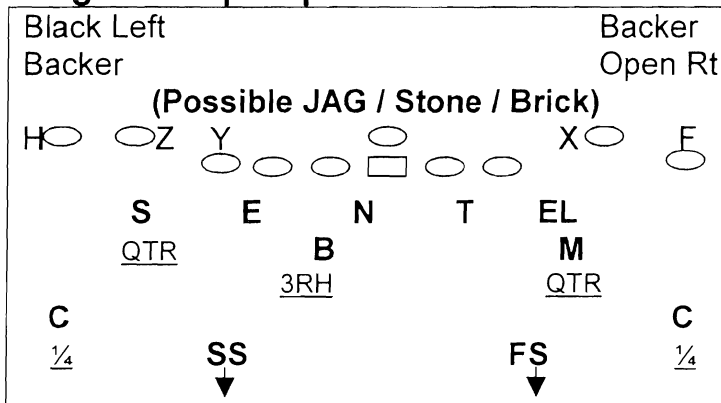
Far I Left Z Motion



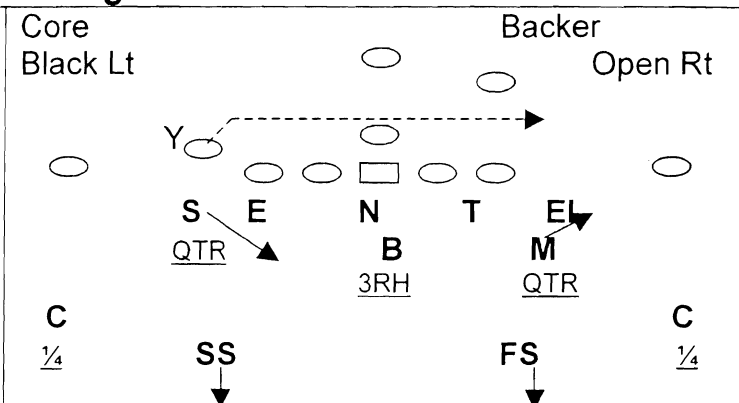
Far I Slot Right Z Motion



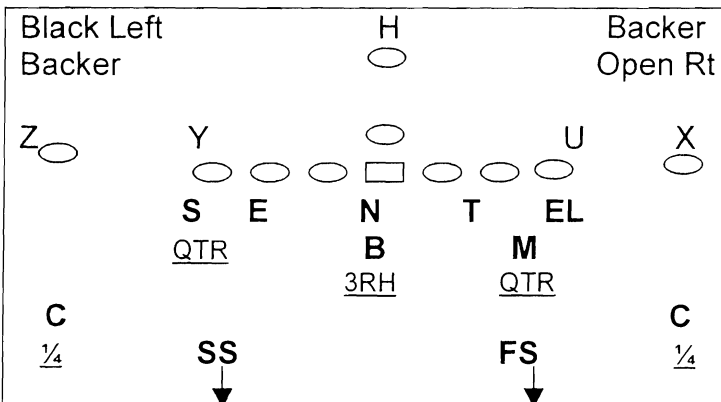
Regular Trips Spread Left



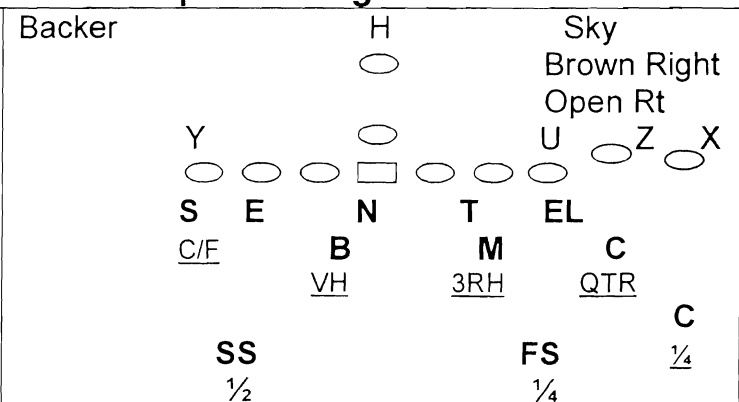
Regular Y Off Y Motion



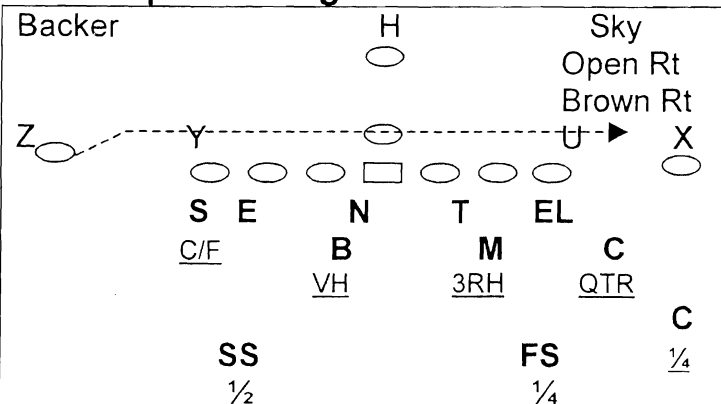
Ace Left



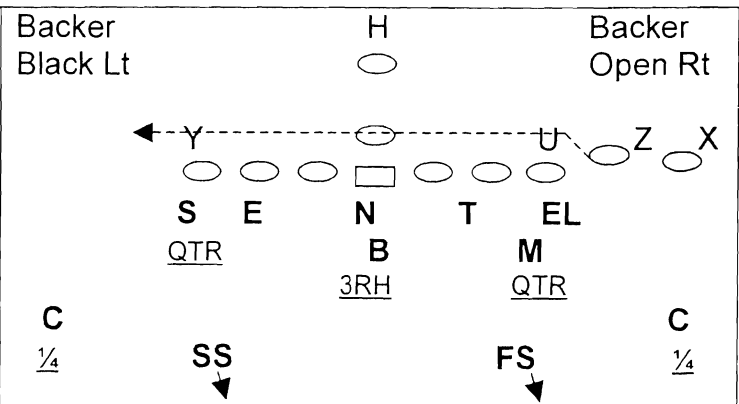
Ace Trips Slot Right



Ace Trips Slot Right Z Motion

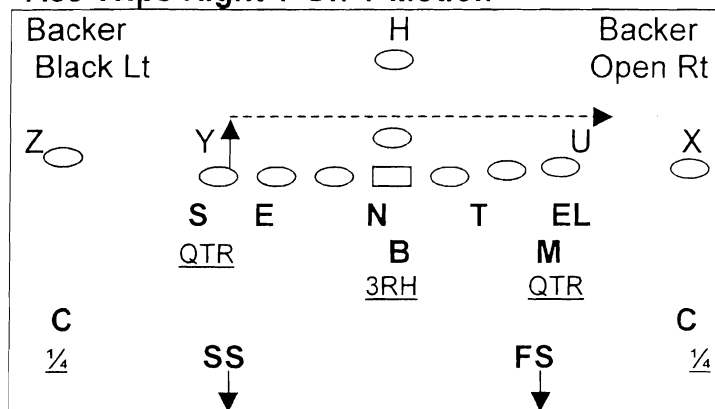


Ace Left Z Motion

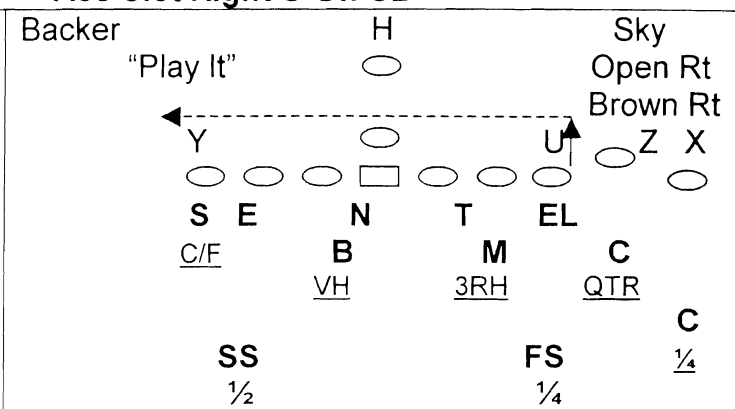


Wide Odd 49

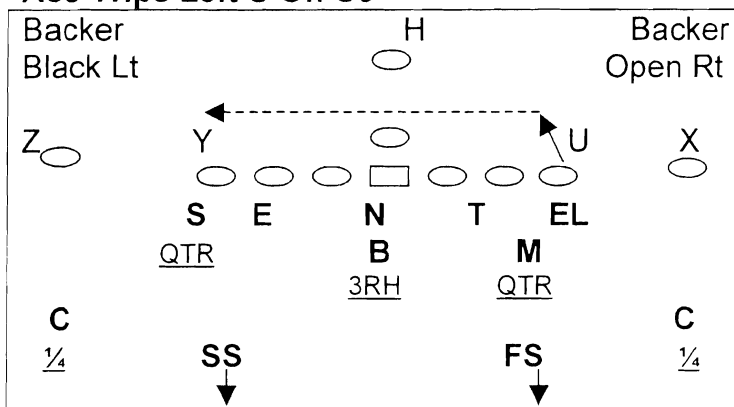
Ace Trips Right Y Off Y Motion



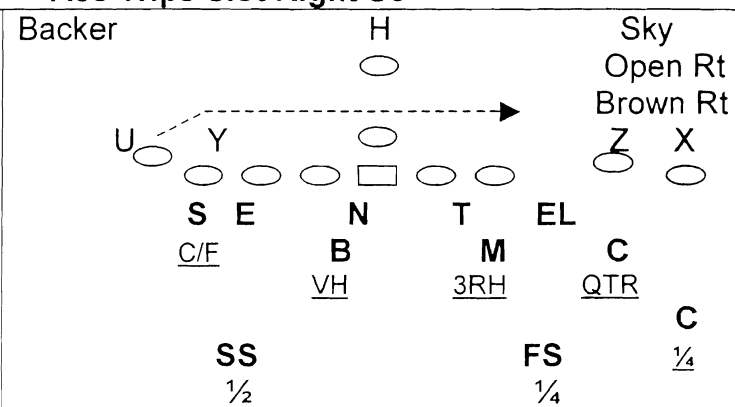
Ace Slot Right U Off U2



Ace Trips Left U Off U3



Ace Trips Slot Right U3



54

Align With Zone Automatic Rules

A 3 Under, 4 Deep Zone Coverage With The Nickel, Backer And Dime Zoning Off The Three Inside Core Receivers. Match Up On The 3 Receivers Once They Declare Their Routes. Squeeze The Routes Down From Outside In To The Next Eligible Receiver Then Drop Him And Come Off. Versus Any Seam Route By An Inside Receiver The Nickel, Dime Or Backer Will Carry The Seam To About 8-10 Yards And Drop Him To The Safety. Nickel And Dime Must Be Prepared To Come Off On Any China Call From The Corner. If The Nickel Or Dime Gets An Inside Receiver Running An Outside Route They Want To Match Up On Him.

Both Corners And Safeties Will Play The Same Technique As They Have With Any Quarters Coverage. Corners Must Be Prepared To Make Quick China Calls Versus Any China Route By A WR. Read #2 Receiver Your Side - Play Out - Play Out To - In Technique.

Backer Dime Nickel -

Zone Off 3 Inside Receivers And Match Up Once They Declare Their Routes.

Corners -

Execute 3-10-30 Technique When Playing Off The Receiver. At Times We Will Play Press And Run Off With This Coverage. You Should Have Inside Help Out Of Your 1/4 Safety. Backside Of Trips Alert For Slant

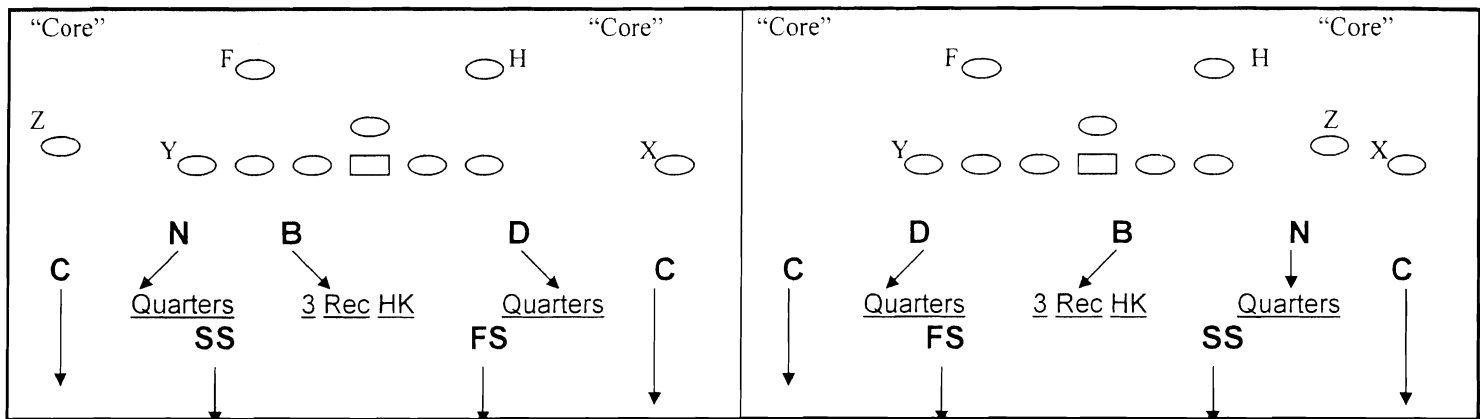
Safeties -

Read Through The #2 Receiver To Your Side. If He Runs A Vertical Route Then Play Over The Top Of Him. If #2 Does Not Run Vertical Then Look To Help Over The Top And Inside Out On The #1 Receiver

Nickel And Dime:

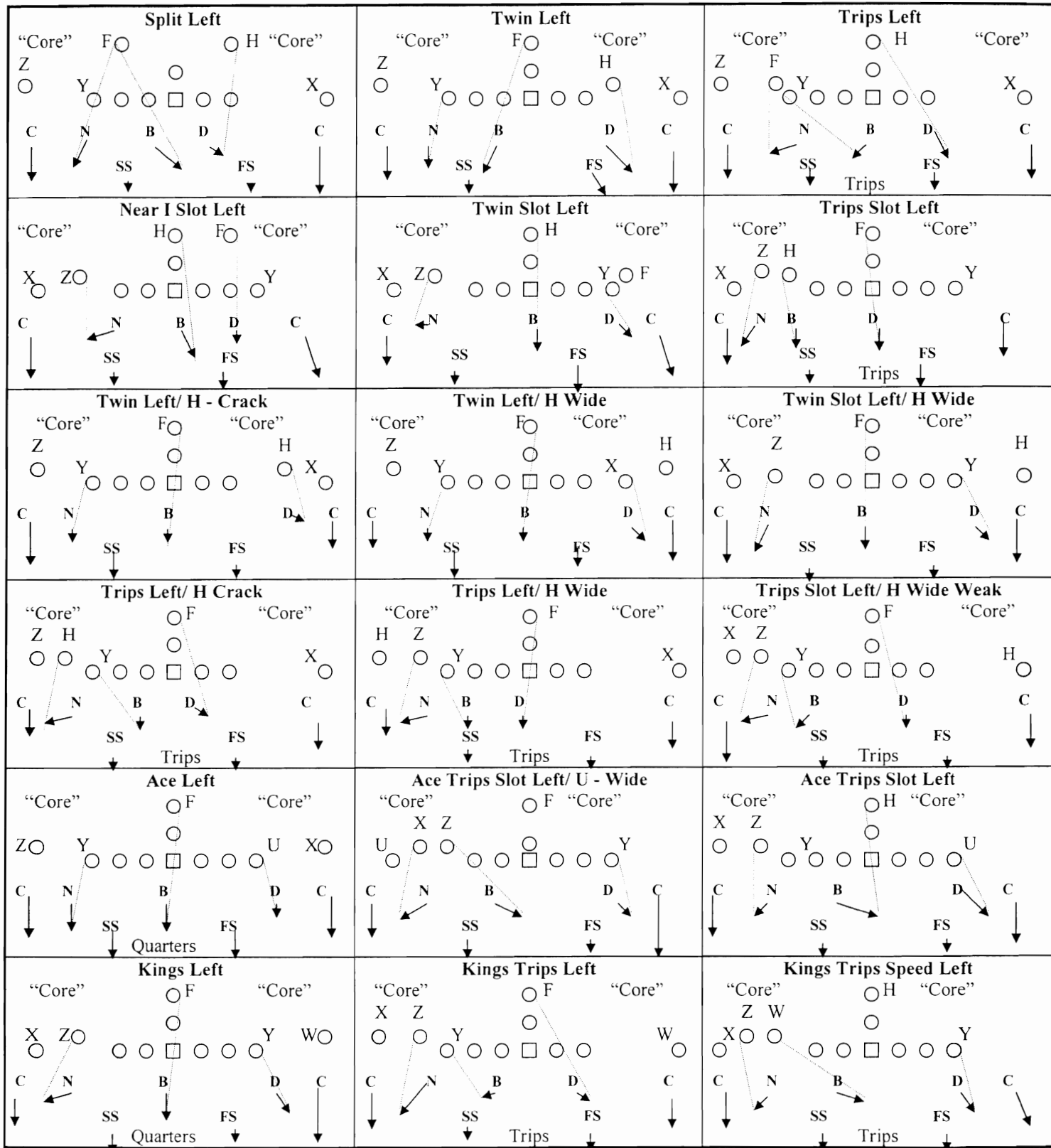
Key The Step Of The Back. If He Steps Away Or Aligns Away Think Slant.

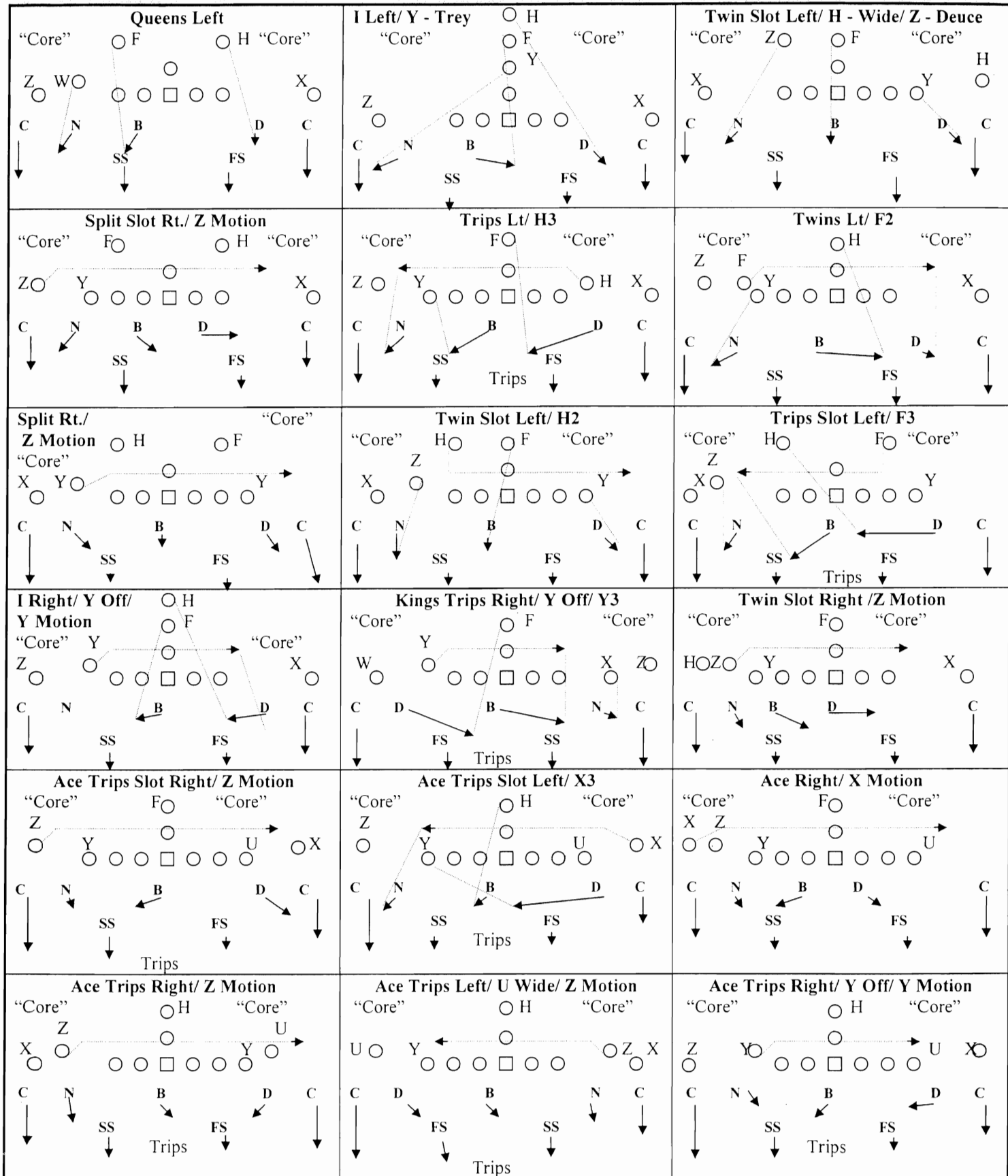
54

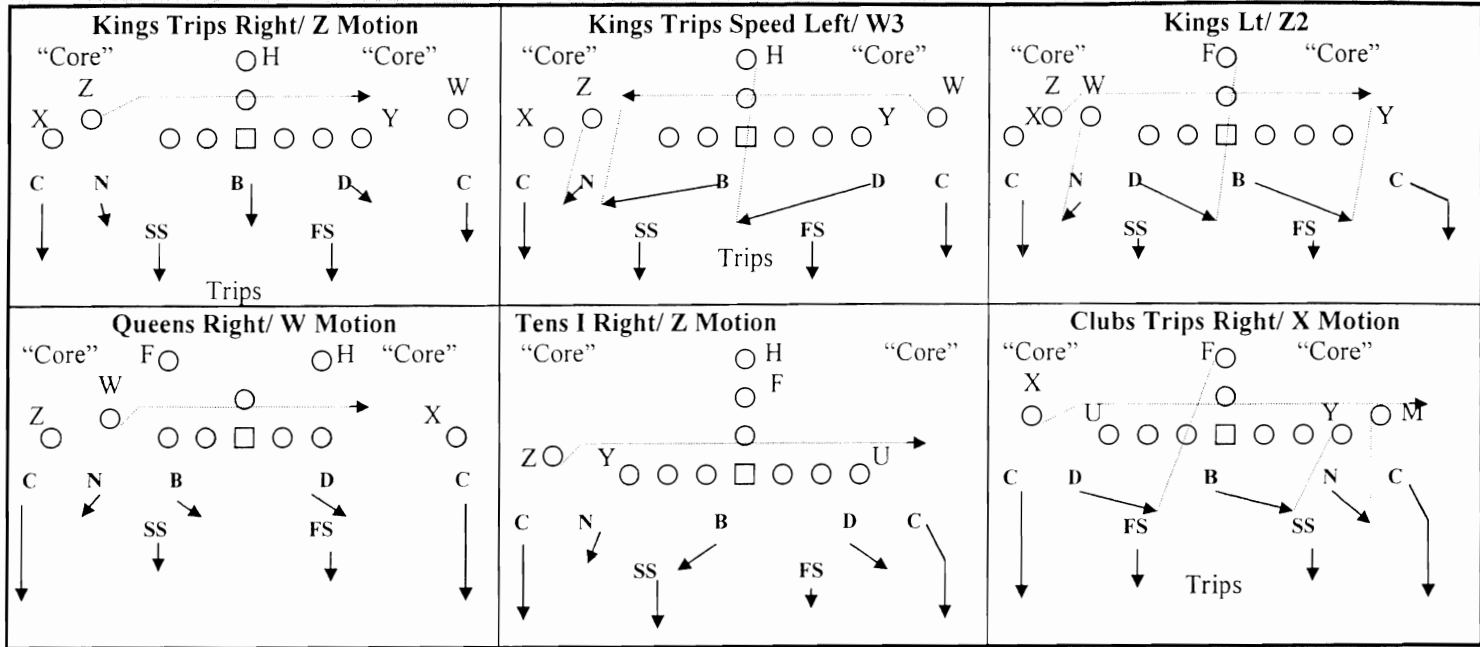


Position	Alignment	Key	Run Responsibility	Pass Responsibility
Backer	Align In The Middle	<ul style="list-style-type: none"> Through Lineman To Back 	Depends On Front Call	Zone Off 3 Inside Receivers With Nickel And Dime Force If Quarters Defender
Dime	Align With Zone Auto Rules	<ul style="list-style-type: none"> Through Lineman To Back 	Depends On Front Call	Zone Off 3 Inside Receivers With Nickel And Backer Force If Quarters Defender
Nickel	Align On #2 Strong	<ul style="list-style-type: none"> Through #2 To Backs 	Run To: Rally To Force Run Away: Backside Leverage	Zone Off 3 Inside Receivers With Backer And Dime Force If Quarters Defender
Corners	Align On #1 Receivers 8-10 Yards (Possible Press Alignment If Called)	<ul style="list-style-type: none"> Through #2 To QB 	Run To: Secondary Force Run Away: Arc	Deep Outside 1/4 <ul style="list-style-type: none"> CP- 3 - 10 - 30 Technique When Playing Off. Press And Run Off Technique At Times CP- Help On Inside Route From Safety
Safeties	Align On #2 Receiver At Depth Of 12 Yards	<ul style="list-style-type: none"> Through #2 To QB To #1 	Run To: Fill Run Away: Backside Leverage	Deep Inside 1/4 <ul style="list-style-type: none"> CP- Post-Curl Technique Playing With Over The Top Leverage On Any Potential Threat To The Post Area

* Trips Adjustment – FS And Weak Corner Read #3. If #3 Releases, The FS Will Help Strong Leaving The Weak Corner With No Help. So Get Inside. If #3 Blocks The FS Will Be Able To Give You Help.







Red Zone Coverage Adjustments

Red Zone Cover 2

Corners:

- Initial Alignment Is Head Up - Work To the Outside
- Play Soft Never Press
- Never Allow An Outside Release
- Protect Against And Play The Fade
- Drive On Slants
- You Are A Double Zone Defender Play Deep To Shallow
- You Are Not A Quick Force In The Run Game Unless The Ball Attacks The Perimeter Quickly

Safeties:

- Key #1 With Vision To Break. You Can Be Slow Because The Corners Are Going To Be Soft
- Drive On Slants

Buck:

- Middle read

Sam:

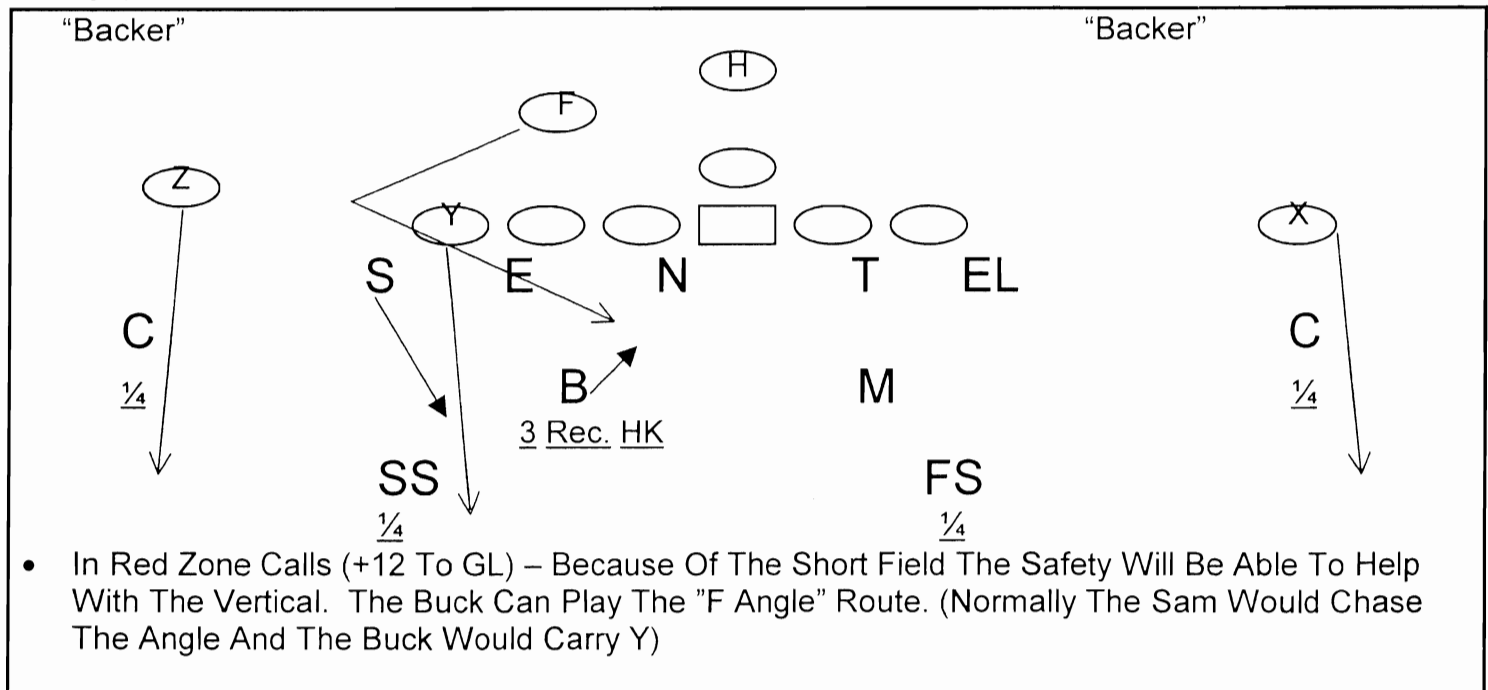
- Chase The Angle Route

Red Zone Cover 4

- Buck (3 Receiver Hook Player) Be Alert To Aggressively Match F Angle And Check Downs
- Be Alert Of Field Position

REGULAR NEAR I LEFT

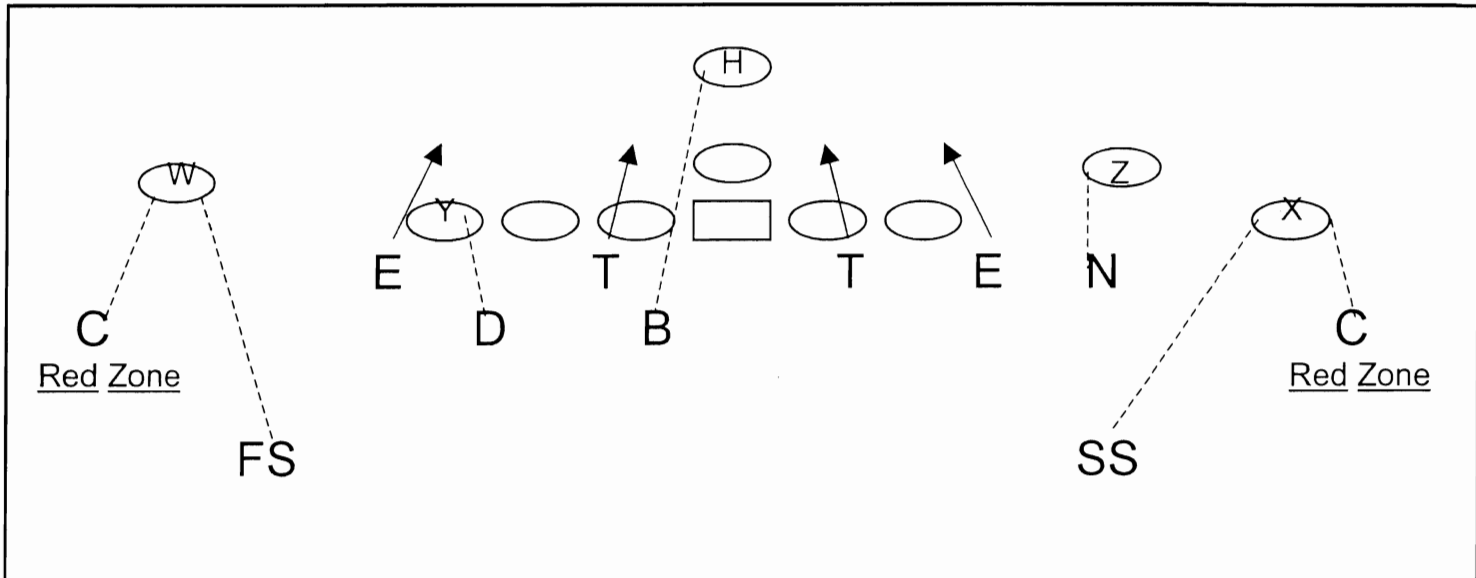
OPEN RIGHT



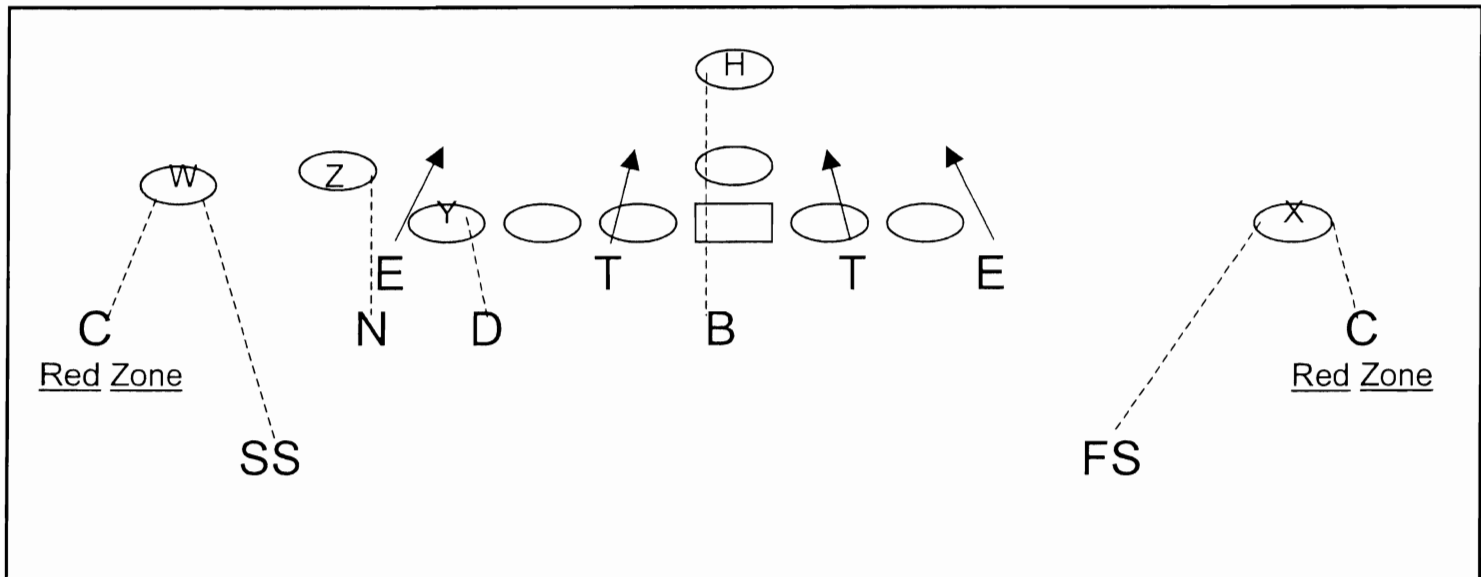
Stay Red Zone Double 55

- Corners Align Outside And Play Red Zone Coverage Rules, You Have Help From The Safeties Inside. Play Anything To The Flat Deep To Shallow.
- Dime And Nickel Are Locked. (Dime Player Don't Expect Any Help)
- Backer Cover The Back
- Safeties Double The Outside Wide Receivers (Like Bracket)

KINGS RIGHT

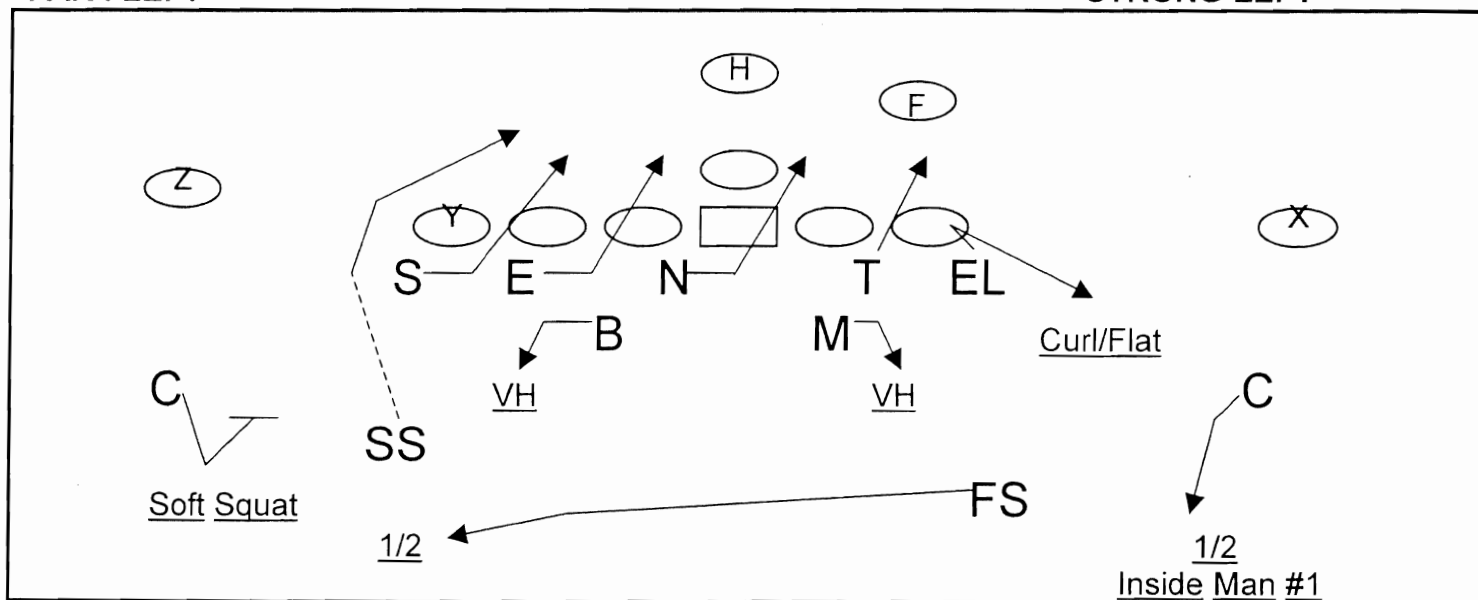


KINGS TRIPS LEFT



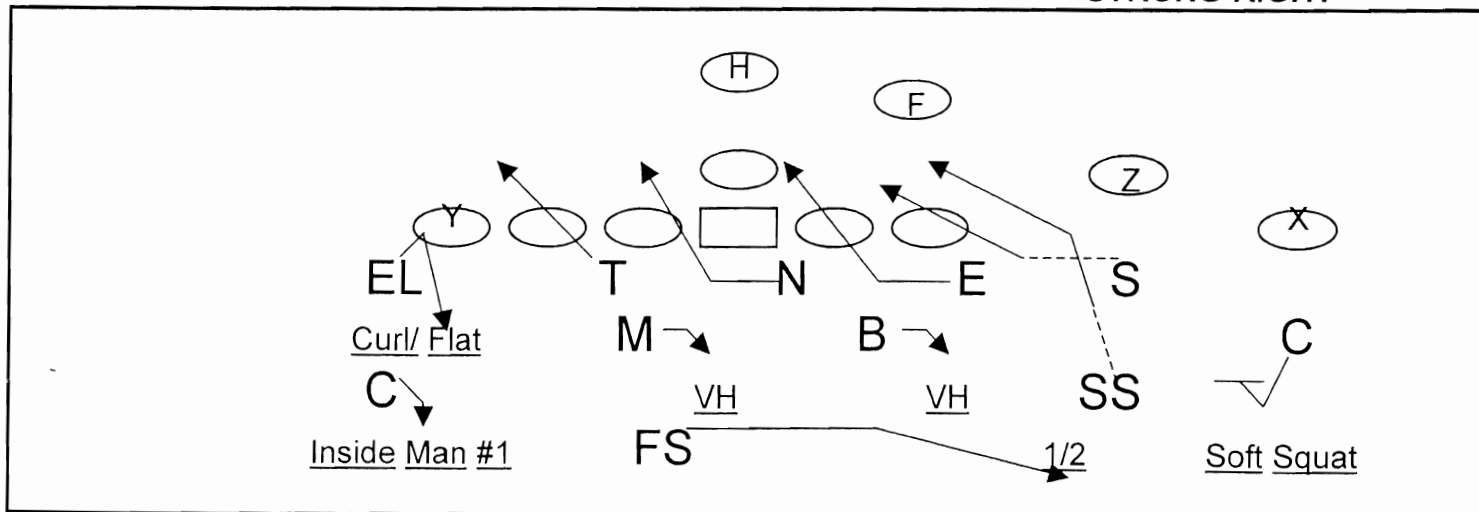


STRONG LEFT



FAR | SLOT RIGHT

STRONG RIGHT

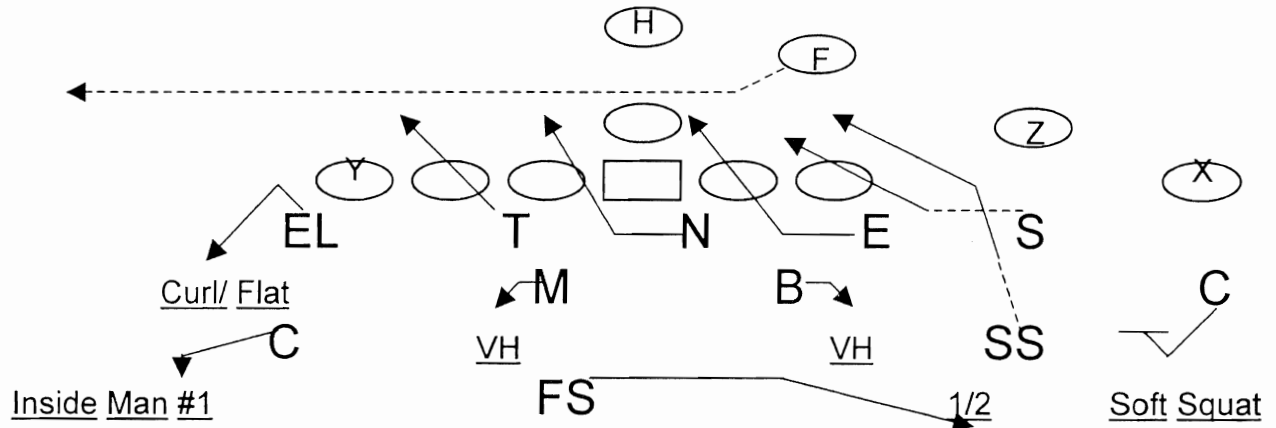


Strong Storm 2 Z

FAR I SLOT RIGHT F WIDE F2

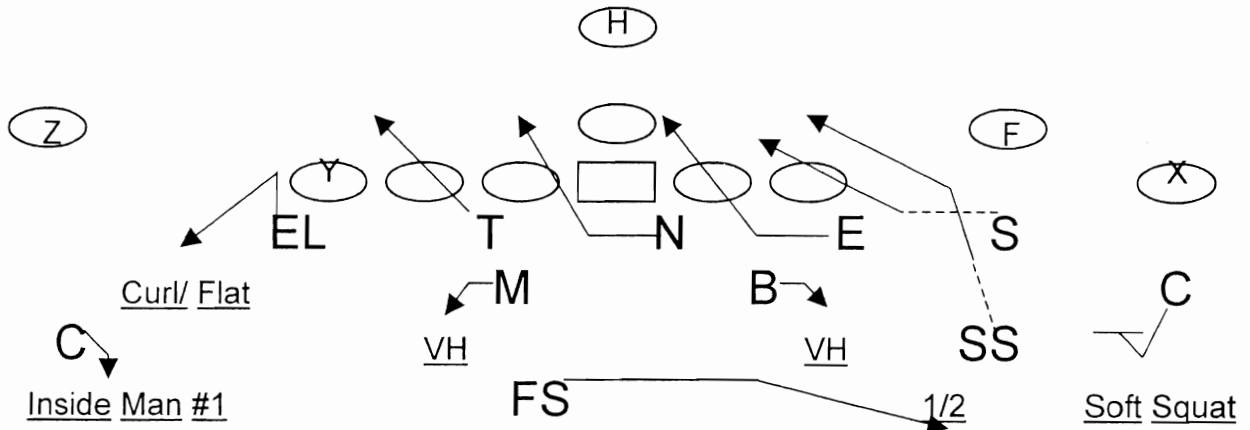
STRONG RIGHT

"PLAY IT" - "PLAY IT"



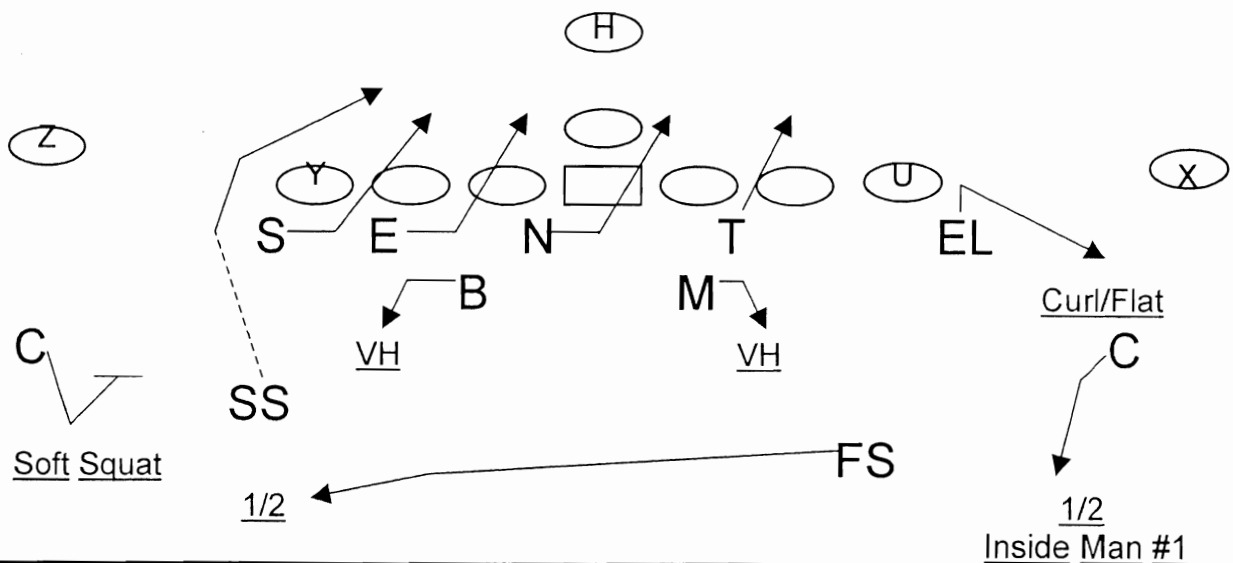
TWIN LEFT F CRACK

STRONG RIGHT

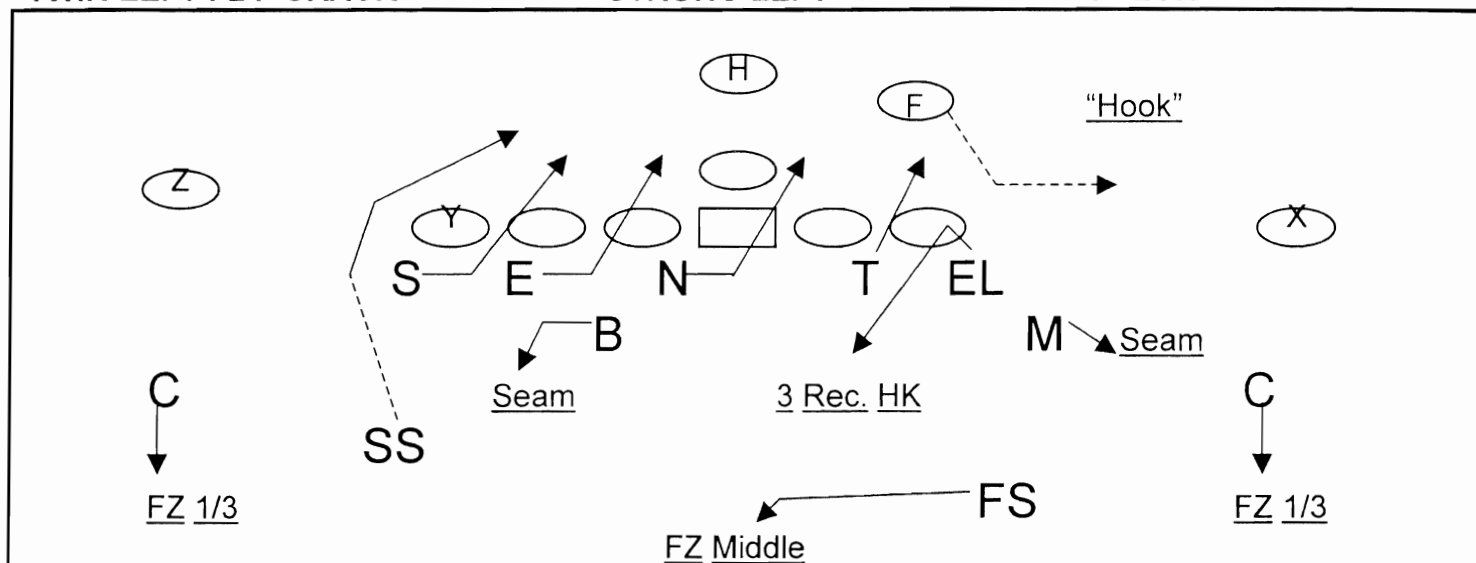


ACE LEFT

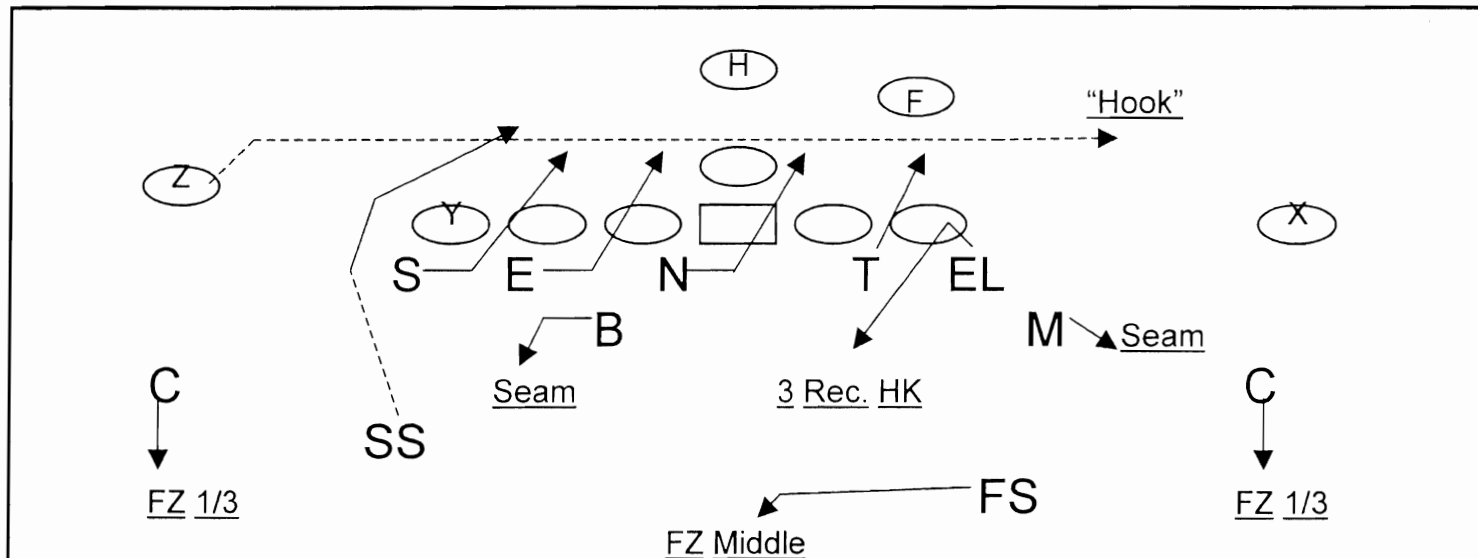
STRONG LEFT



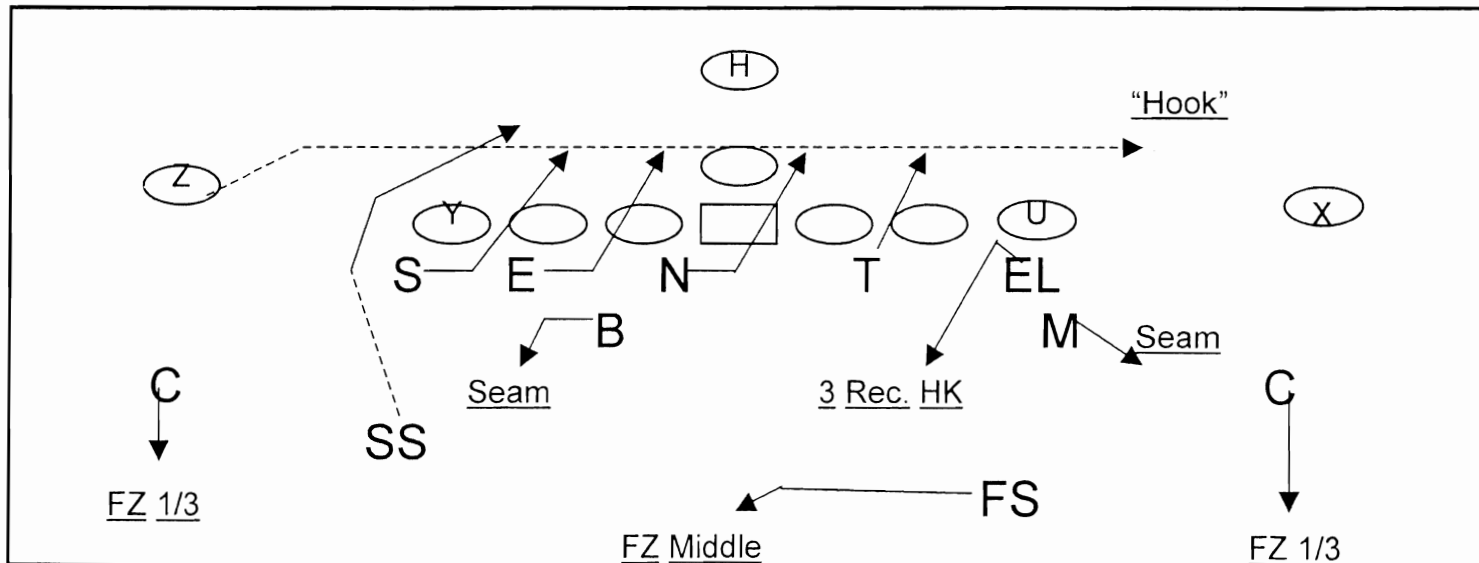
CHECK “Z”



CHECK “Z”



CHECK "Z"

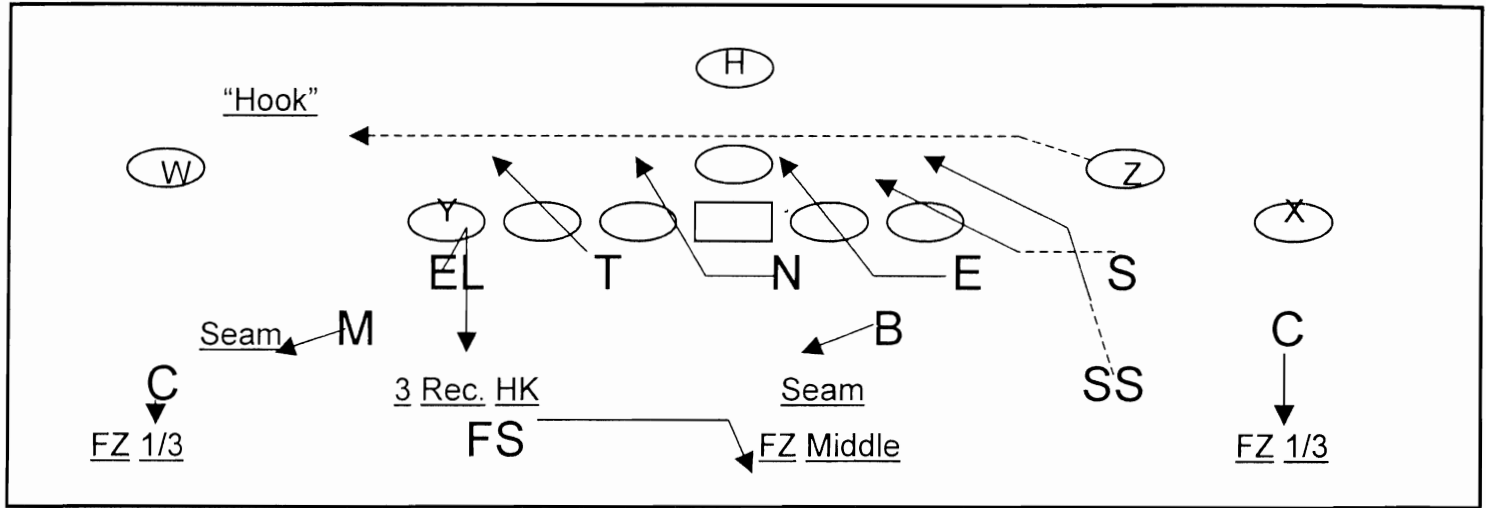


Strong Storm 2 Z Adjustments

KINGS TRIPS Z MOTION

STRONG RIGHT

CHECK "Z"

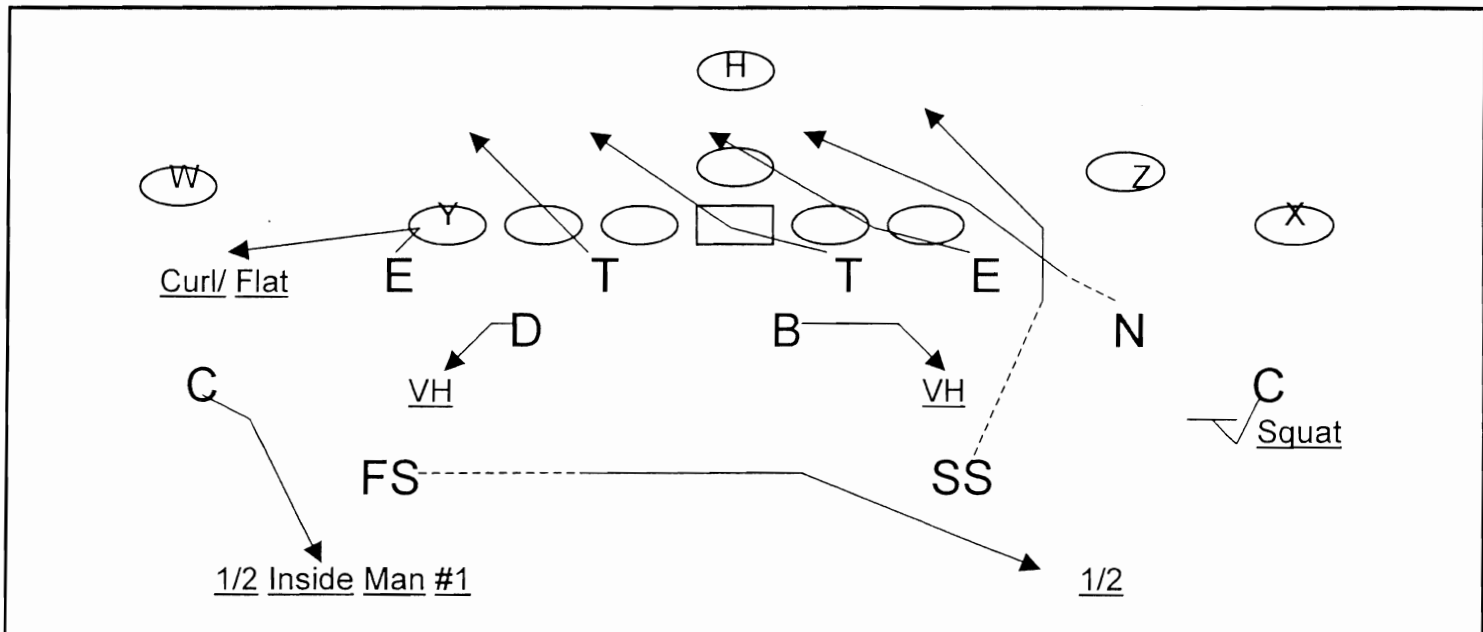


Nickel Thunder 22

- Zone Automatic Alignment Rules. Closed To The Nickel. We Will Play Cover Two Vs Most Sets. We Will Check "Z" Any Time There Is A Removed Player Outside The "D Gap" To the Side Of The Drop End.
- End And Tackle To The Closed Call Bullets Technique.
- Tackle Away From The Closed Call Jet To Contain
- End Away From The Closed Call Curl/ Flat Drop. Unless You Get A Hook Call From The Dime. Then Play 3 Rec. HK
- Nickel Align On #2 Strong And Blitz On A Spill Course.
- Backer Has Vertical Hook (#2 Strong, #3 Weak) Unless You Get A Z Call Then You Will Play Seam On #2 Strong
- Dime Has Vertical Hook (#3 Strong, #2 Weak) Unless You Make A Hook Call To The Elephant, Then You Have Seam On #2 Weak. (Dime And Backer Have Trips Adjustment.)
- Free Safety - Align Weak, Hold The Disguise As Long As Possible And Play 1/2 The Field To The Strong Side Unless You Make A "Z" Call. Then You Will Be A Fire Zone Middle Player
- Strong Safety - Align To The Strength Of The Formation, Rock Up And Blitz Outside. Spill The Run And Contain The Pass.
- Strong Corner - Soft Squat With Cloud Force, Unless There Is A "Z" Call Then Play A Fire Zone 1/3
- Weak Corner - Inside Man, 1/2 Field Defender On #1 Weak, Unless There Is A "Z" Call Then Play A Fire Zone 1/3

KINGS RIGHT

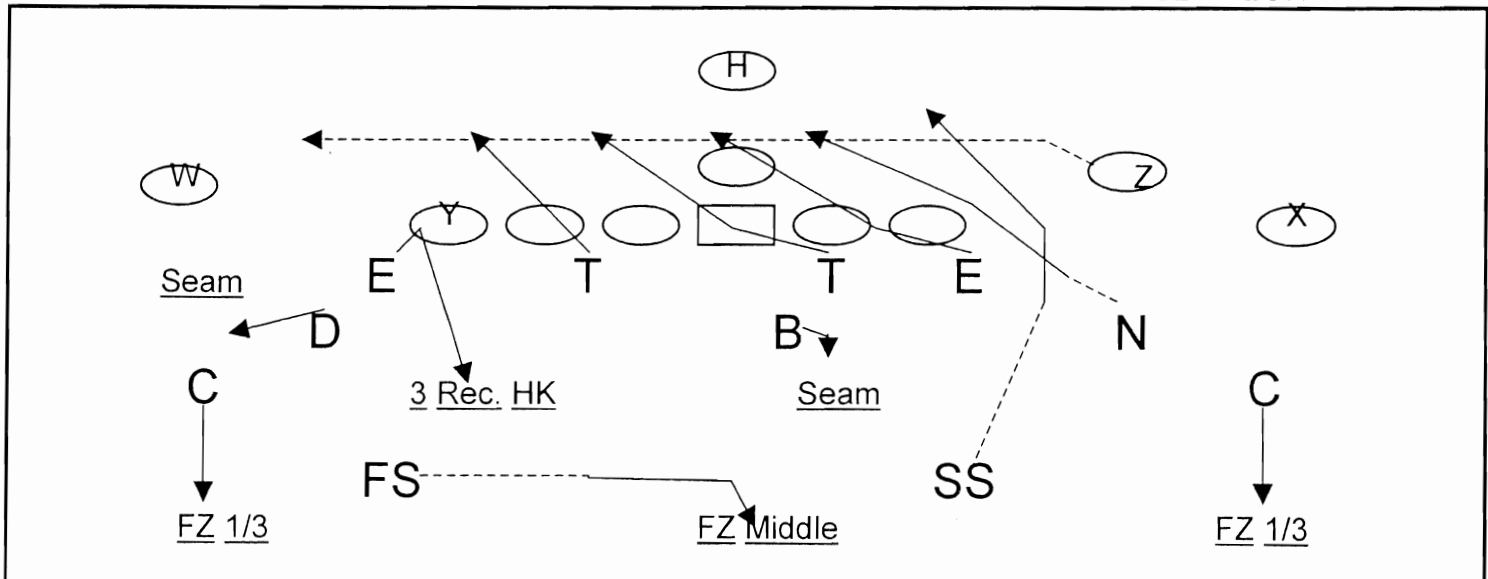
CLOSED RIGHT



KINGS TRIPS LEFT Z MOTION

CHECK "Z"

CLOSED RIGHT

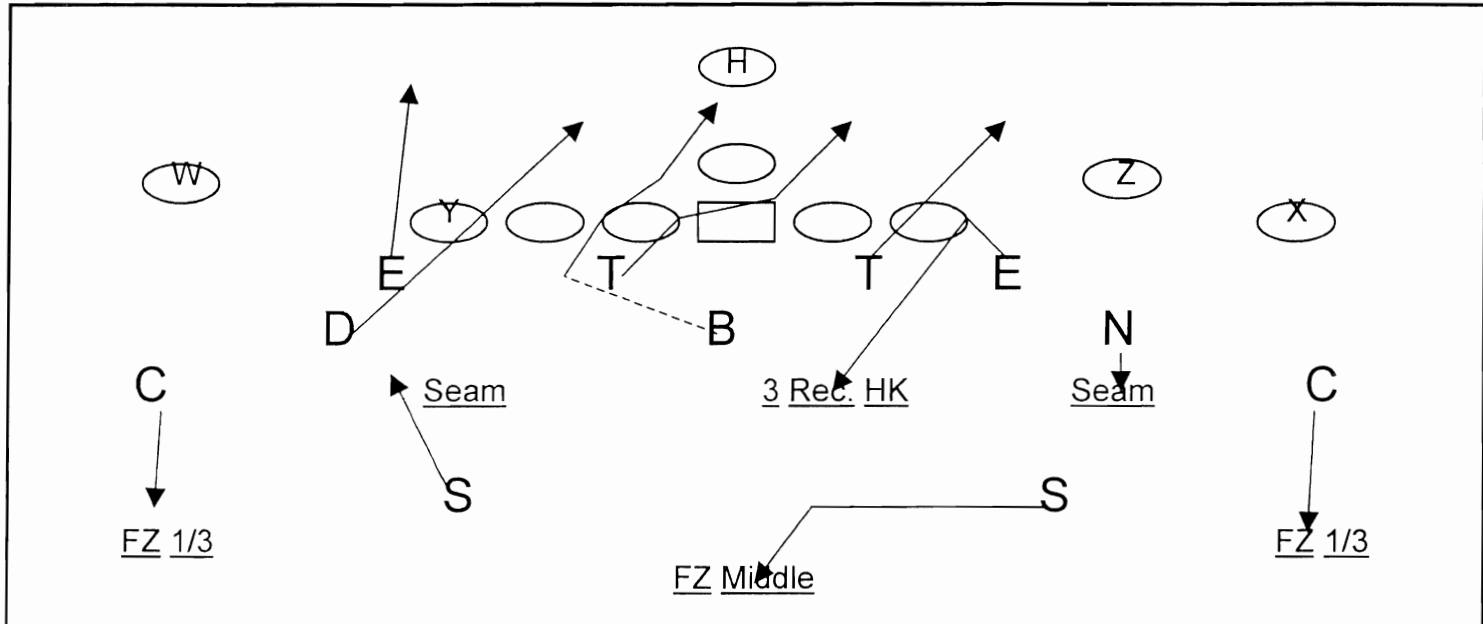


Weak Fire Zone

- Zone Automatic Alignment Rules
- Closed Away From The Nickel
- No Change Of Strength Motion (Black Board)
- Sam Rules To The Closed Call
- End To The Call Rush, End Away From The Call Drop To 3 Receiver Hook
- Nickel And Invert Safety Play Seam
- Corners And Center Field Safety Play Fire Zone 1/3's

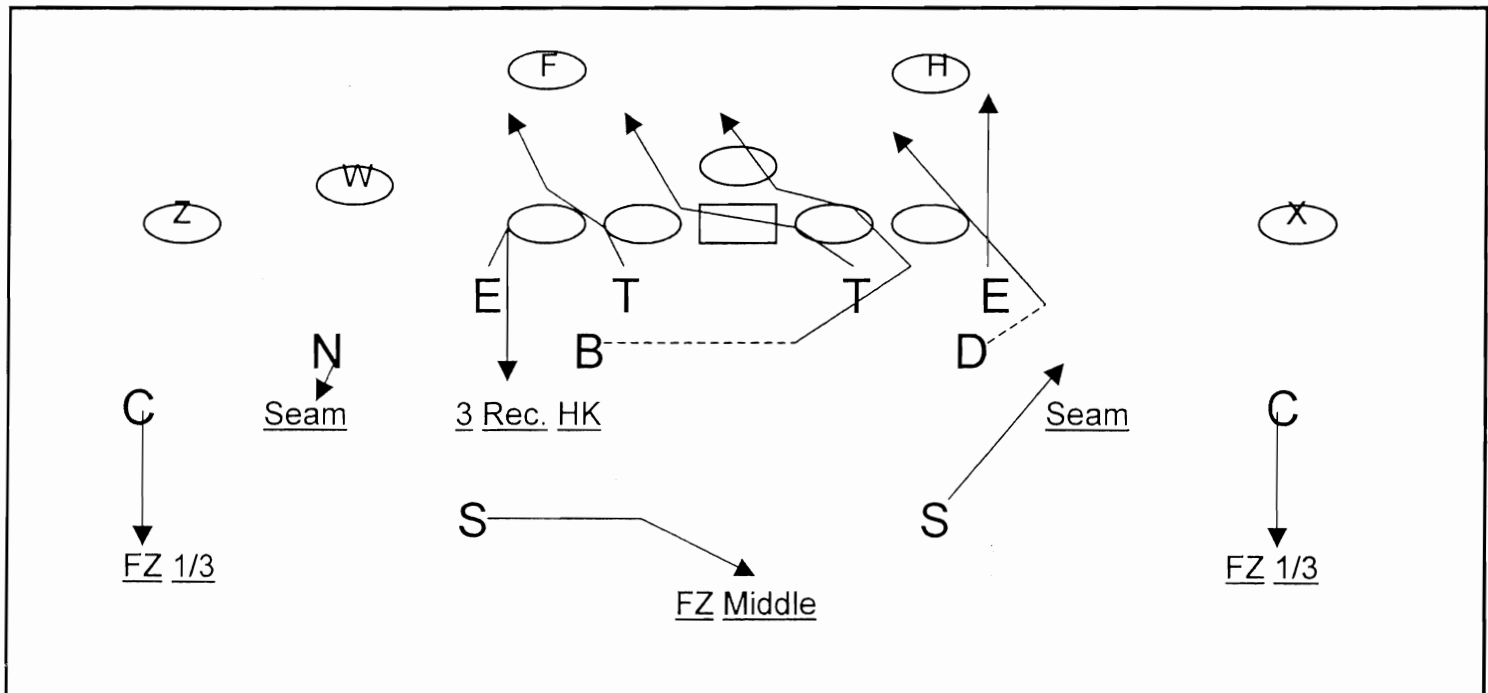
KINGS RIGHT

CLOSED LEFT



QUEENS LEFT

CLOSED RIGHT

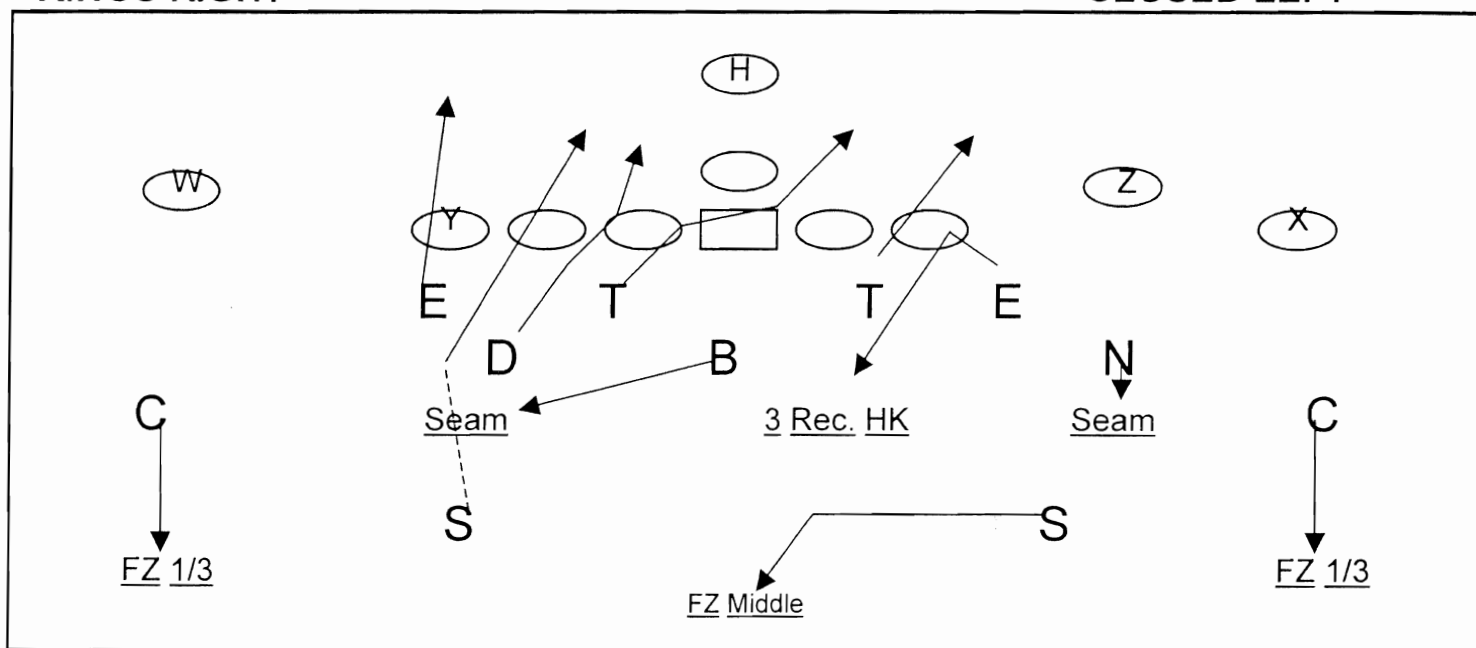


War Fire Zone

- Zone Automatic Alignment Rules. Closed Away From The Nickel
- Nickel Run With Change Of Strength Motion And Play Seam. Give The End A "Seam" Call
- Tackles Jet Away From The Closed Call
- End To The Call Contain, End Away From The Call Play Seam If You Are Away From The Nickel, And Play 3 Receiver Hook If You Are To The Nickel
- Backer Play Seam If You Are Away From The Nickel, And Three Receiver Hook If You Are To The Nickel
- Blitz Safety Scrape Blitz Behind The End To The Closed Call
- Dime Blitz B To A.
- Corners And Center Field Safety Play Fire Zone 1/3's

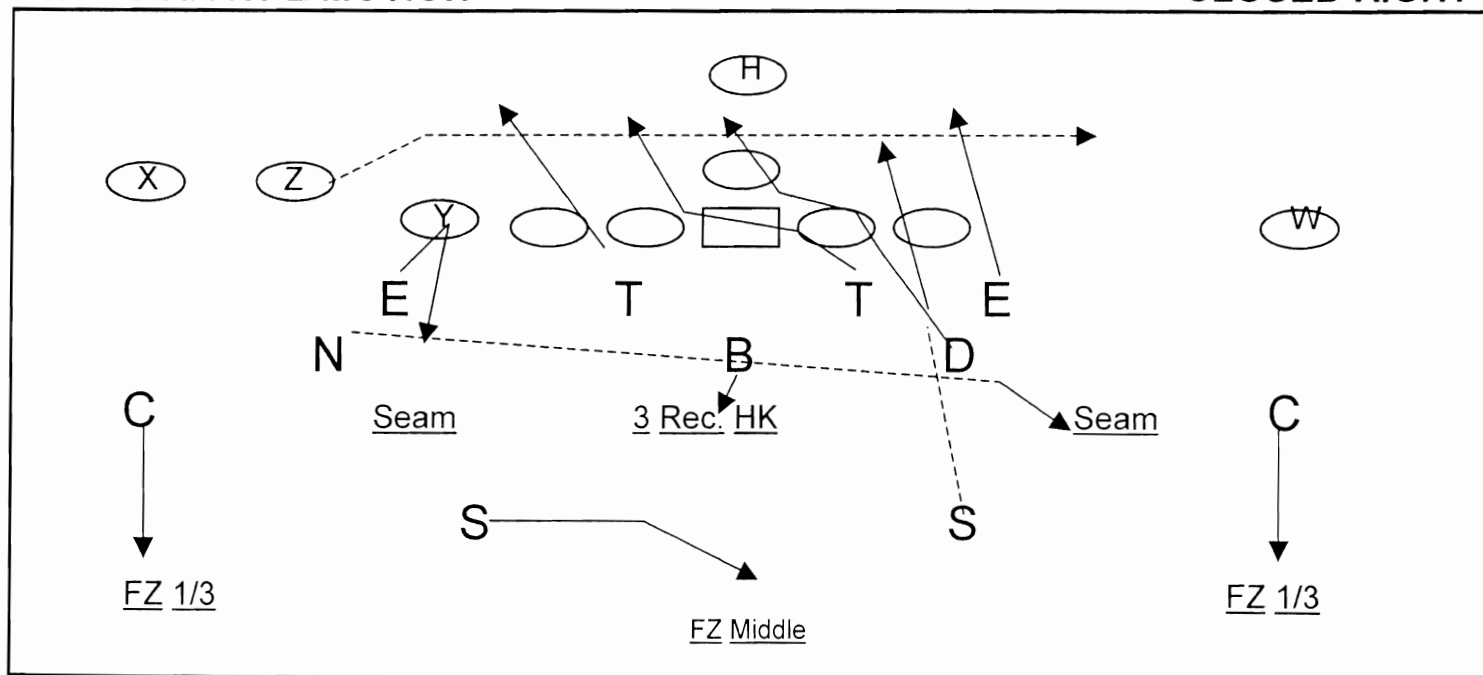
KINGS RIGHT

CLOSED LEFT



KINGS RIGHT Z MOTION

CLOSED RIGHT

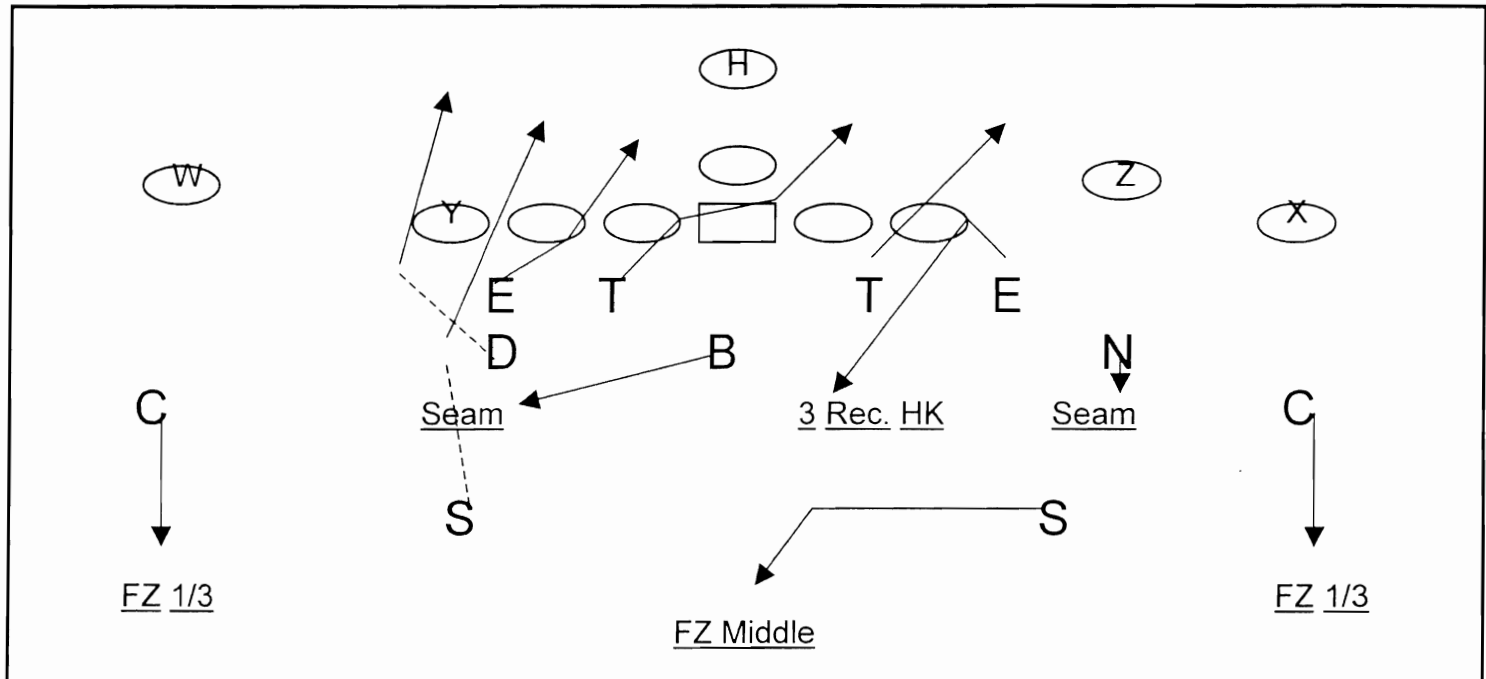


Whip Fire Zone

- Zone Automatic Alignment Rules. Closed Away From The Nickel
- Nickel Run With Change Of Strength Motion And Play Seam. Give The End A "Seam" Call
- Tackles Jet Away From The Closed Call
- End To The Call Cheat Down And Jet, End In Coverage Play Seam If You Are Away From The Nickel, And Play 3 Receiver Hook If You Are To The Nickel
- Backer Play Seam If You Are Away From The Nickel, And Three Receiver Hook If You Are To The Nickel
- Blitz Safety Run The Frisco Pattern
- Dime Rock Out Side And Rush Off The Edge (Frisco Mac).
- Corners And Center Field Safety Play Fire Zone 1/3's

KINGS RIGHT

CLOSED LEFT

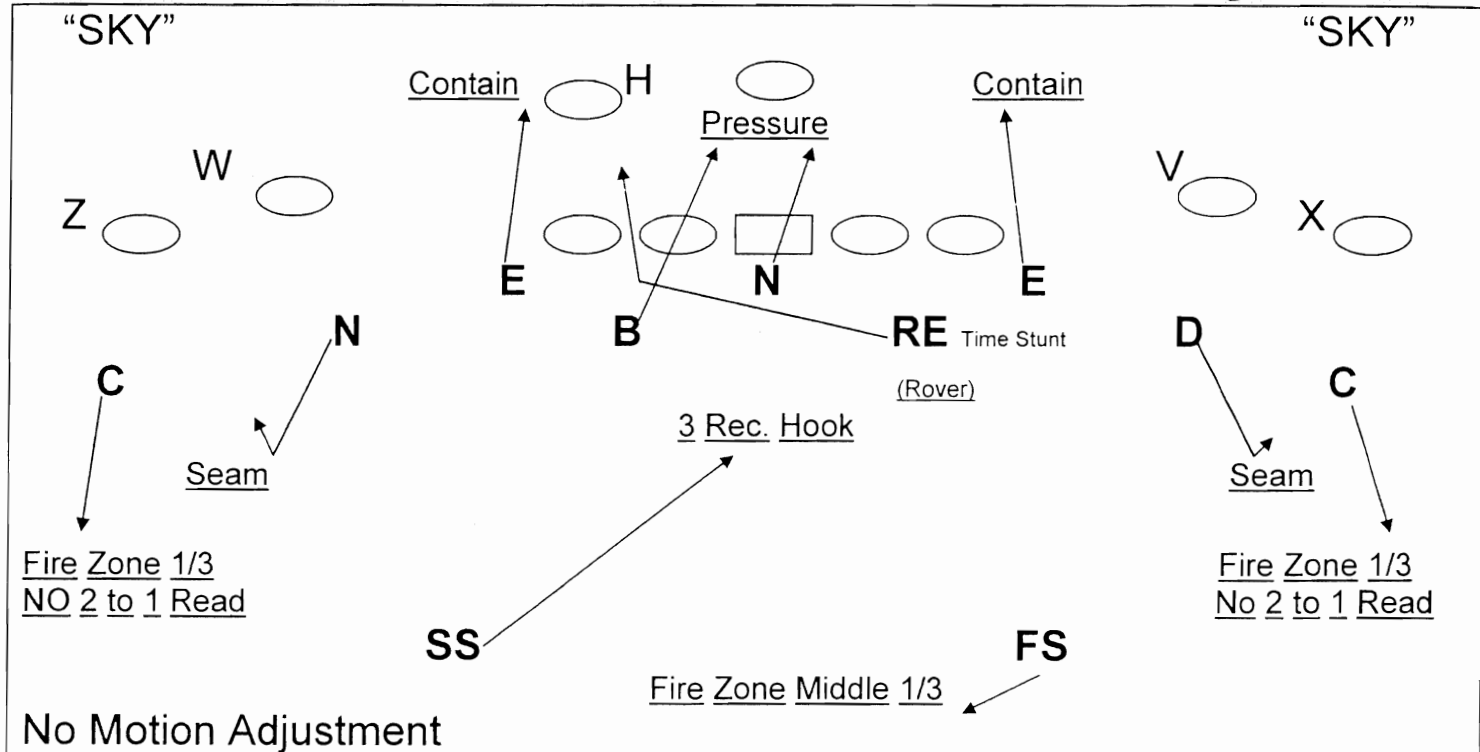


Rover Magic Fire Zone

- Run The Stunt To the Offset Back. If The Back Is Neutral Go Left
- Backer Give The Nose A Left/ Right Call To Tell Him Were He Is Going
- Backer Align To The Back And Rush, Rover Align Away From The Back And Loop

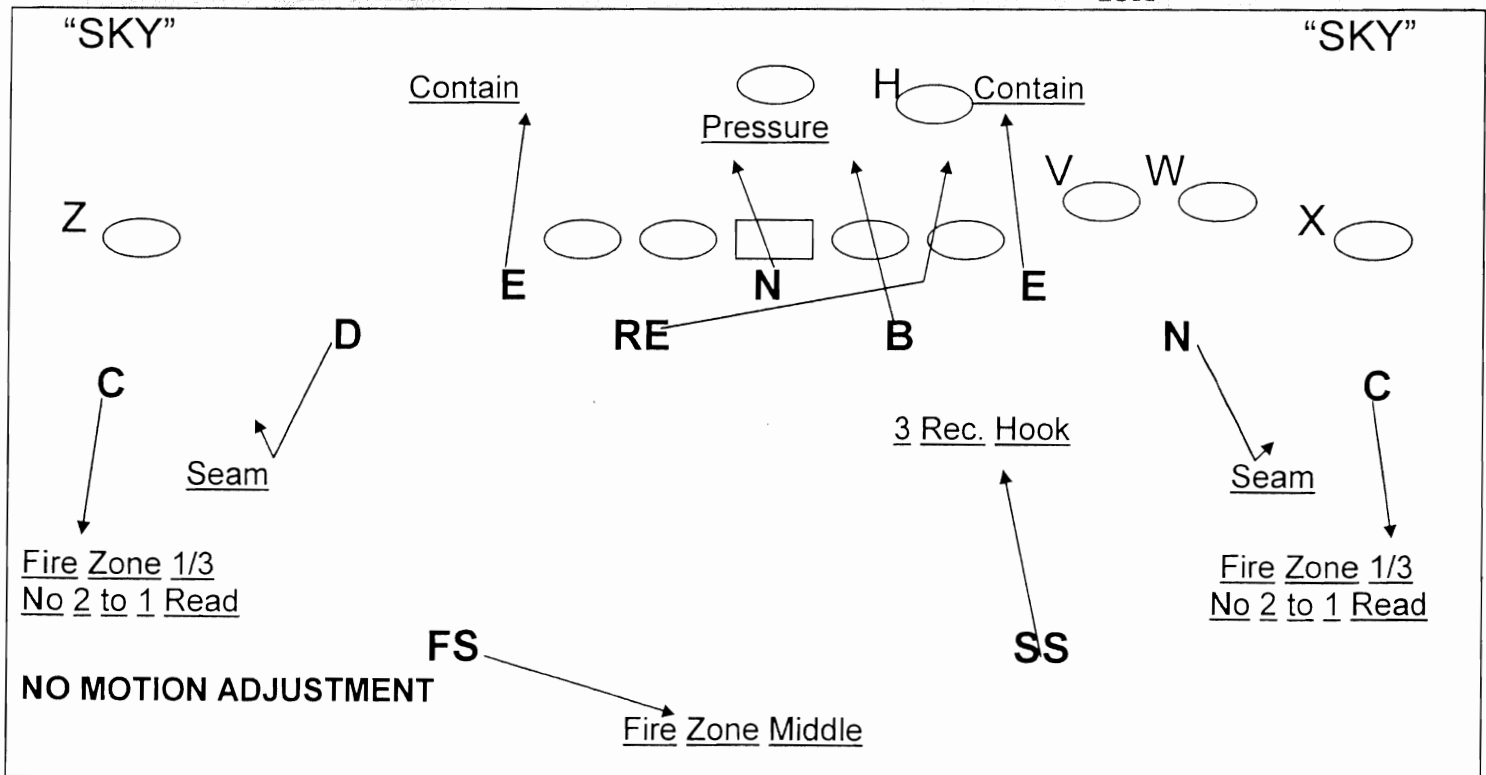
FLUSH GUN NEAR LEFT

"Right"



FLUSH GUN NEAR TRIPS RIGHT

"Left"



2002 CINCINNATI BENGALS NOTE BOOK INSTALLATION 5

Man Pressure	PAGE #
Cub Dog 1	1

Coverages	PAGE #
Combo 7 Open	6
Combo 1Y	6
Shade 1 Match	7
Combo 1 Match	8
Shade 3 Weak	9

Fire Zones	PAGE #
Stack Shark Fire Zone	10
Stack Mac Fire Zone	11
Flush Fire Zones	12
Rover Double Sting 2 or 3	13

Zone Pressure	PAGE #
Nickel/ Dime Tag 8	14
Nickel/ Dime Sting 8	16

2002 Lottery Numbers - Top 3

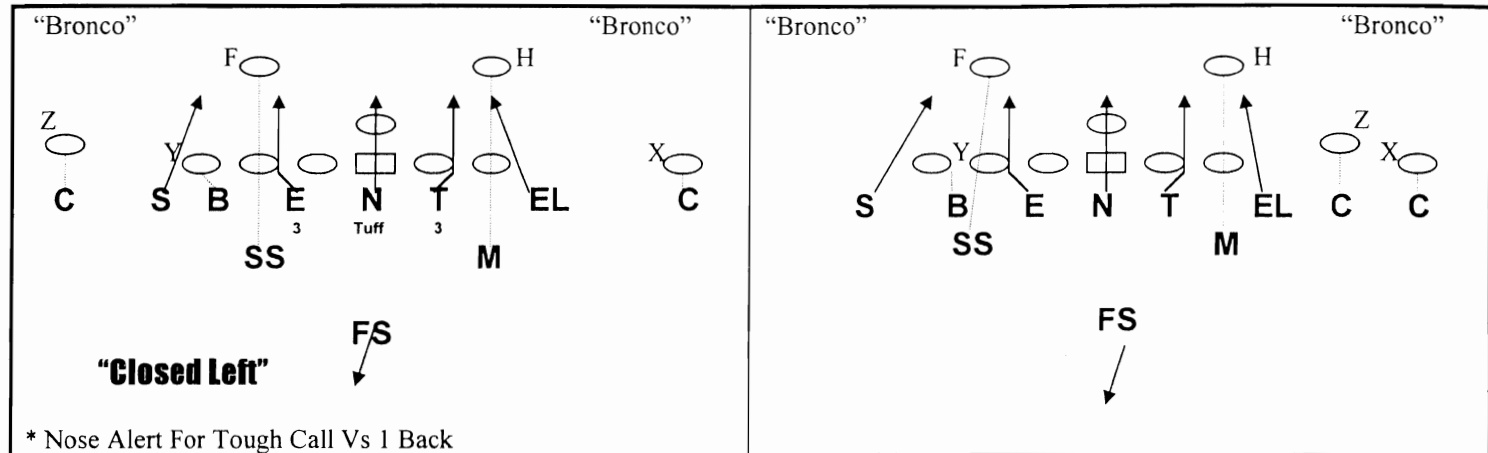
15	Fumble Recoveries
22	Interceptions
37	Take Aways
52	Sacks
69%	3rd Down Defense
86 Yards	Rushing Defense
280 Yards	Total Defense
14 Points	Scoring Defense
62%	Red Zone Defense

CUB DOG 1

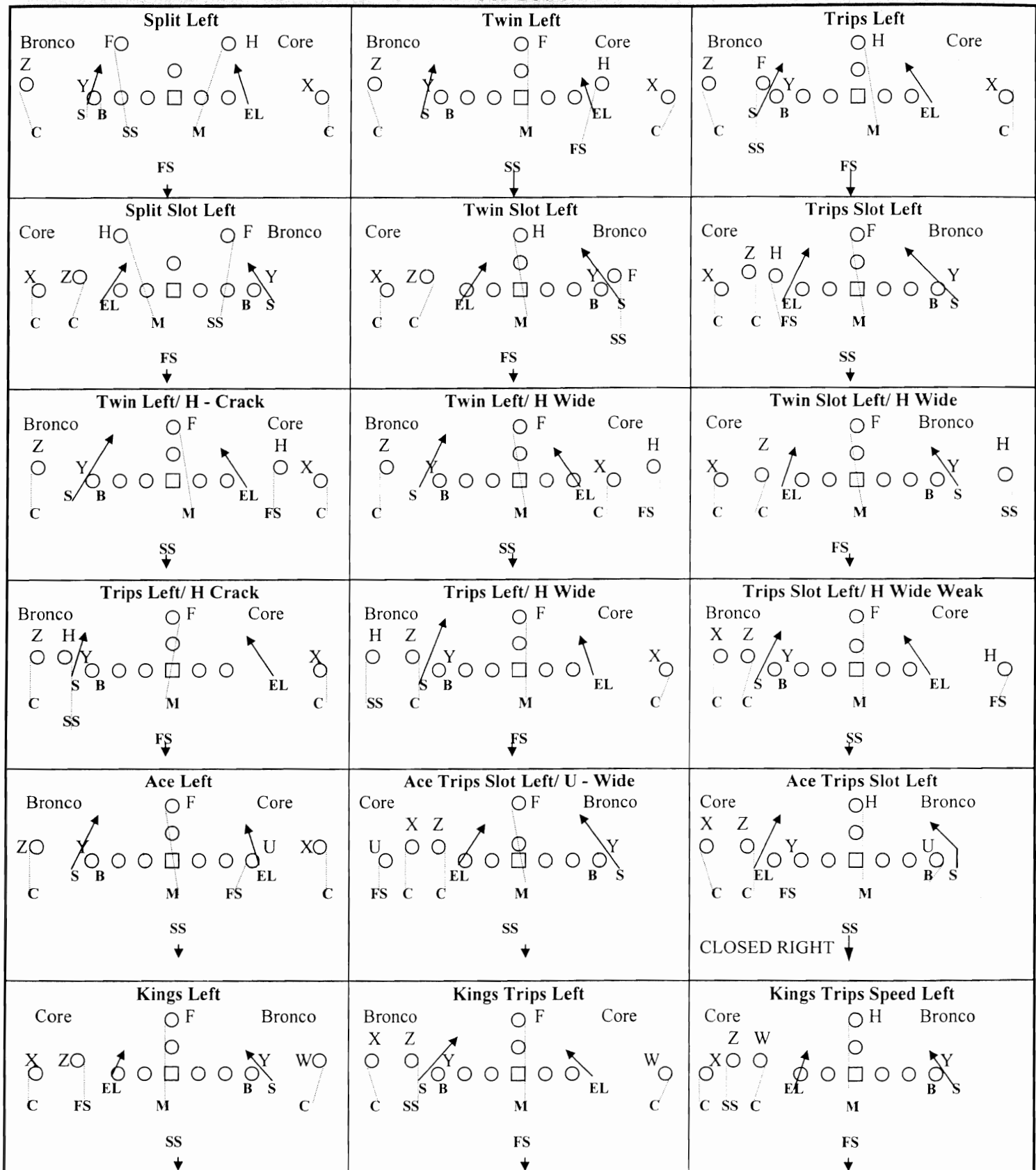
A Man To Man Coverage With Both Outside Linebackers Or Elephant Aligned In A Rush Alignment And Rushing To Force And Contain Position. The Buck Linebacker Will Align On And Cover The TE. The MAC Linebacker Will Cover The Back To The Open Side. The Strong Safety Will Handle The Coverage On Any Displaced Back Versus A One Back Set. Strong Safety Will Rock And Cover The Closed Back Vs. 2 Backs

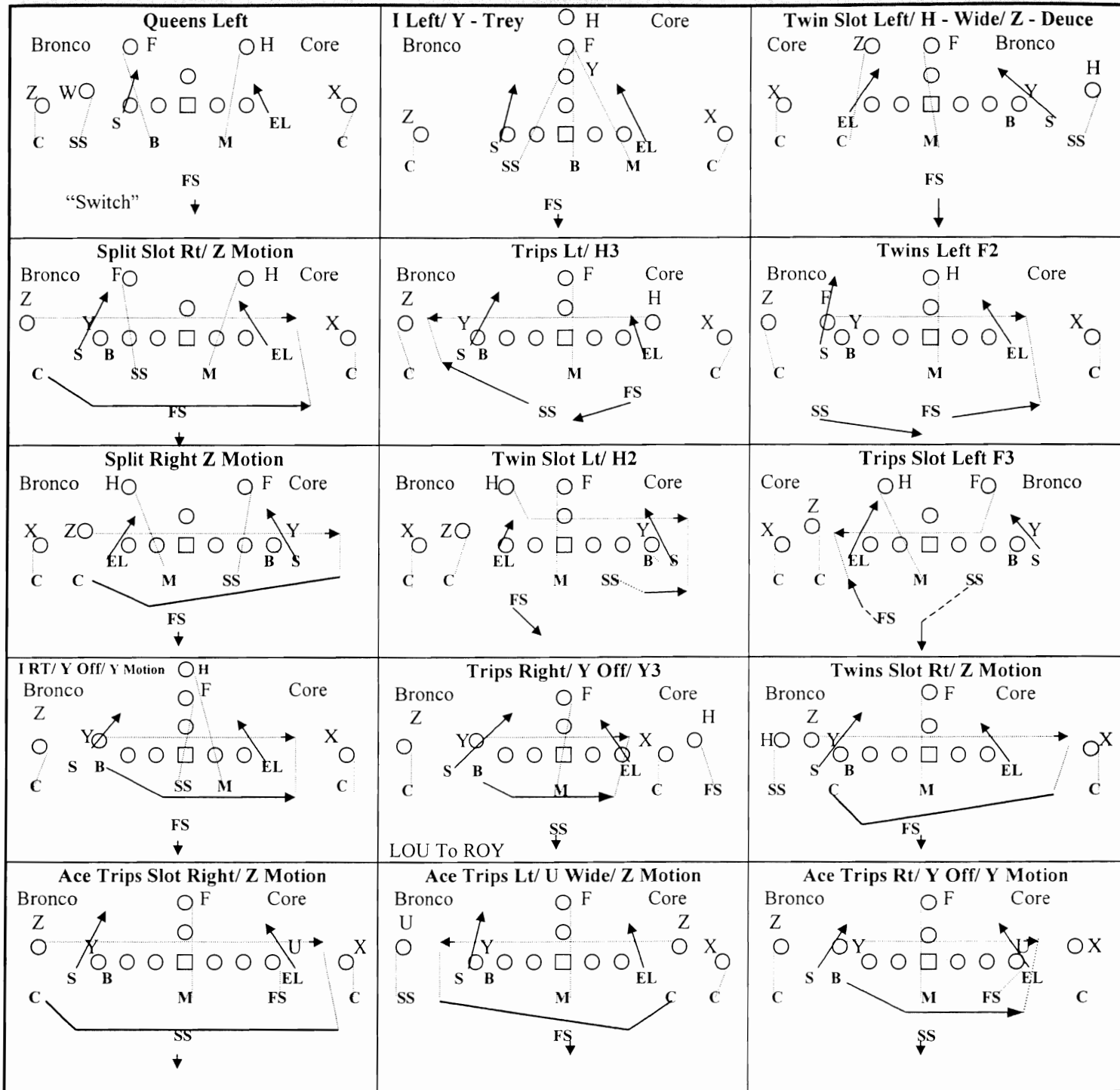
SAM	<ul style="list-style-type: none"> • Contain Rush • Squeeze all blocks
MAC	<ul style="list-style-type: none"> • Cover Back To Open Side Man To Man • Cover Remaining Back Versus One Back Set
BUCK	<ul style="list-style-type: none"> • Align On TE And Cover Him Man To Man (Lock On Y Off Y Motion)
Elephant	<ul style="list-style-type: none"> • Contain Rush • Squeeze all blocks
Corners	<ul style="list-style-type: none"> • Align On X And Z And Cover Them Versus Regular Or Ace Personnel. • Run With Any WR Motion. • There Will Always Be A Safety In The Post. Possible Scissors vs. Slot
Strong Safety Free Safety	<ul style="list-style-type: none"> • Cover The Closed Side Back Versus Any Two Back Set. • Cover Removed Back Versus Any One Back Set. • Cover Any Backfield Motion From A Two Back Set. (Versus 2 Back Set With Displaced Y, Switch Coverage With Buck) • Safety Not Involved With Man Coverage, Free In The Middle

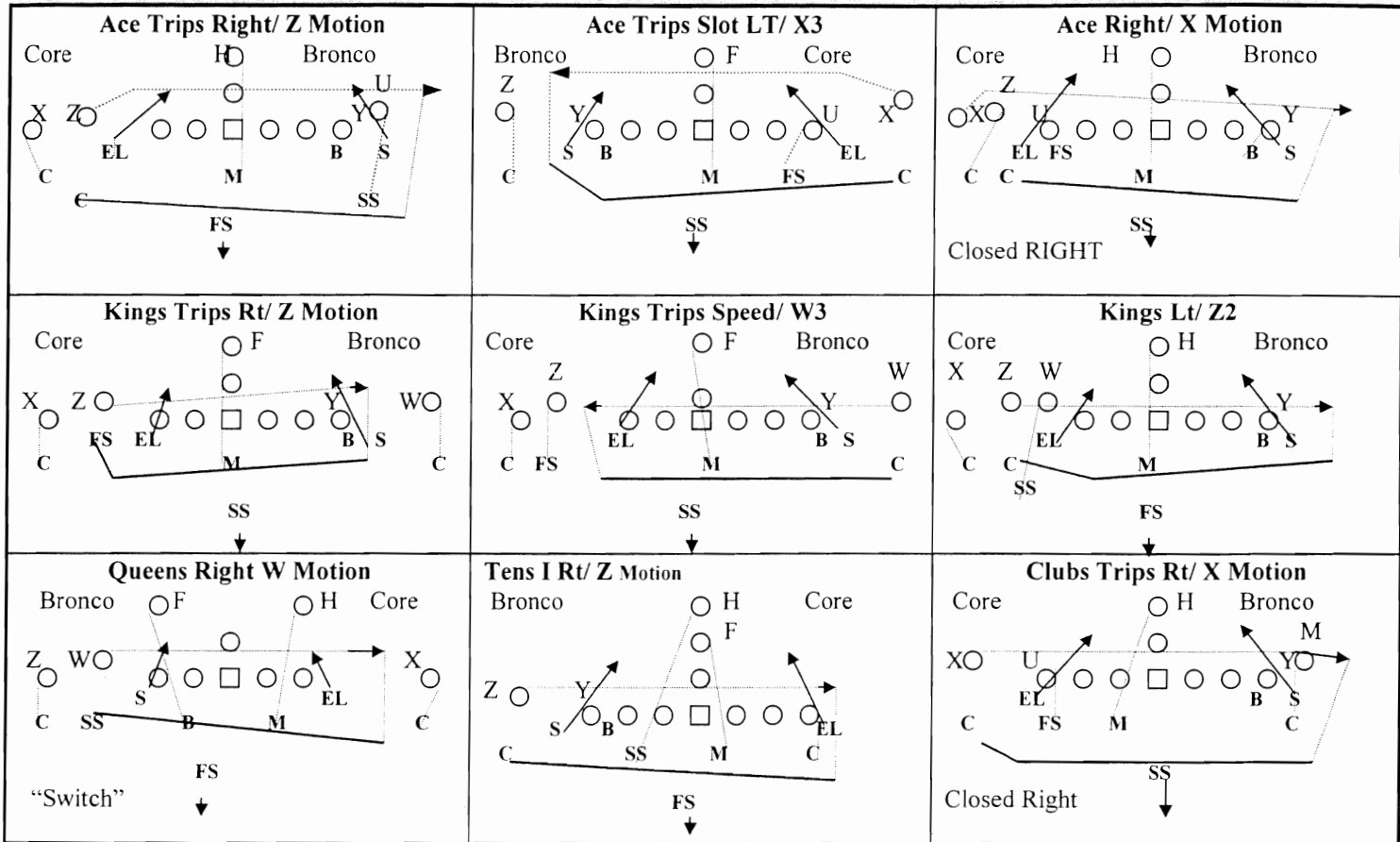
CUB DOG 1



Position	Alignment	Key	Run Responsibility	Pass Responsibility
Closed Outside Backer	Rush Alignment	<ul style="list-style-type: none"> TE Tackle Guard Near Back 	Run To: Force Run Away: Reverse	Contain Rush
Mac	Bird	<ul style="list-style-type: none"> Back Guard 	Plug	<ul style="list-style-type: none"> Cover Back To Open Side Versus Any Two Back Set. Cover Remaining Back Versus Any One Back Set
Buck	Alignment On TE	<ul style="list-style-type: none"> TE 	Run To: C Gap Run Away: C Gap	Cover TE Man To Man (Lock On Y Off Y Motion)
Elephant	Rush Alignment	<ul style="list-style-type: none"> Tackle Near Back 	Run To: Squeeze All Blocks	Contain Rush
Corners	Press On WR Or Off At 8-10 Yards	<ul style="list-style-type: none"> Press- Man Off -Read 3 Step 	Run To: Secondary Force Run Away: Arc	Cover WR With Inside Or Outside Technique Depending On Split Of WR <ul style="list-style-type: none"> CP- Post Help
Center Field Safety	Open Guard Center Gap At 12 Yards (Move From Disguise)	<ul style="list-style-type: none"> Uncovered Lineman Backs 	Run To: Fill Run Away: Fill	Free In Deep Middle
Cover Safety	On Closed Side Back At 4 Yards	<ul style="list-style-type: none"> Back 	Run To: Force Run Away: Pursuit	2 Back Set = Cover Closed Back 1 Back Set = Cover Displaced Back

CUB DOG 1

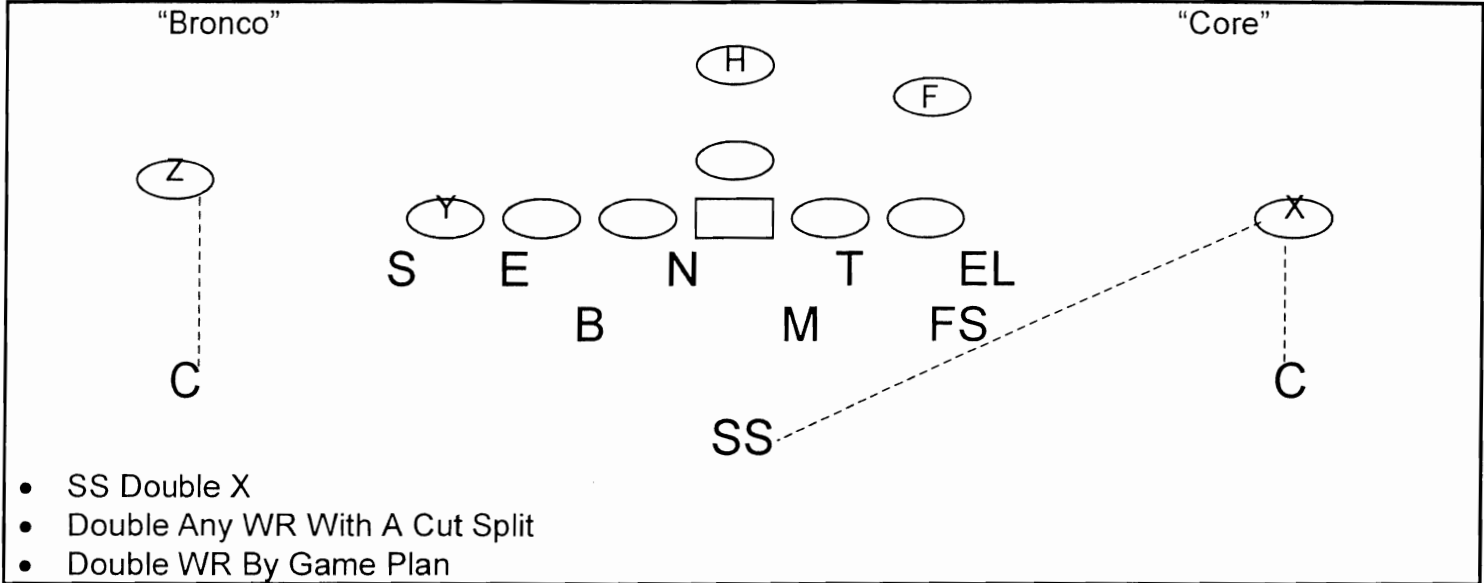
CUB DOG 1



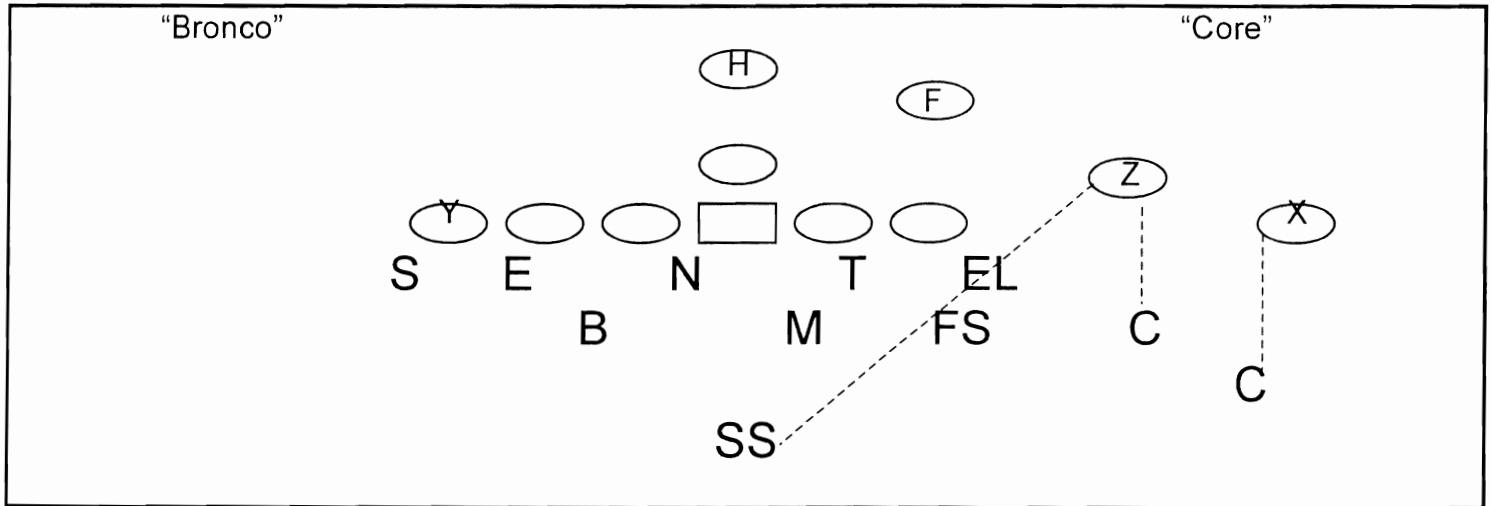
Combo Wide 7 Open/ Stack 1Y

- This Will Give Us A Way To Double A Designated WR In The Red Zone, Play Man Coverage & Still Be Strong Against The Run

FAR I LEFT

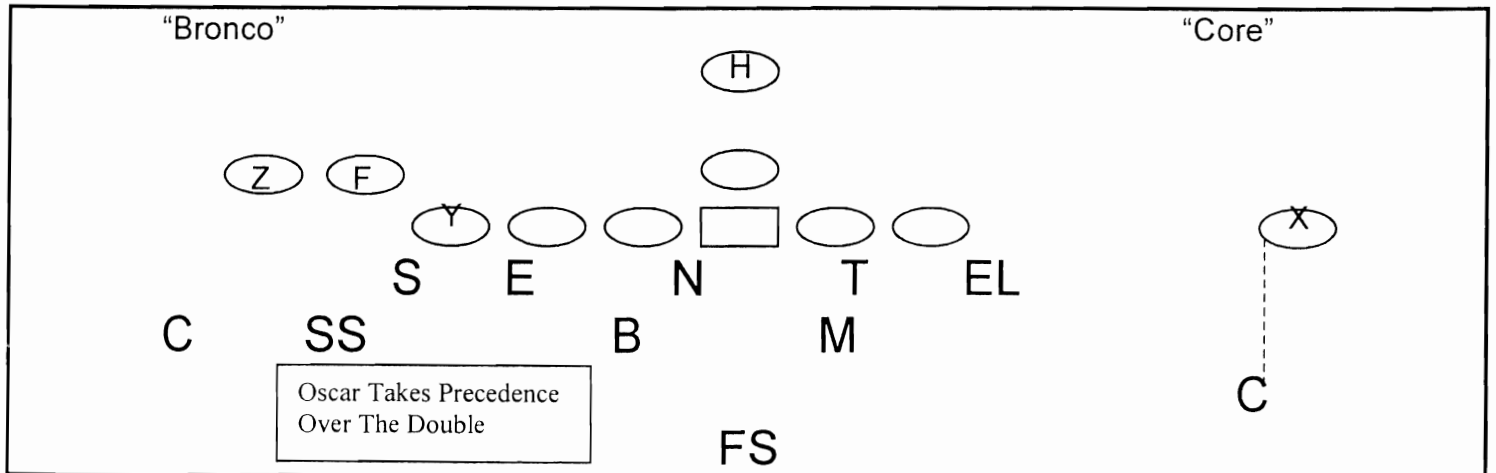


FAR SLOT RIGHT



TRIPS LEFT

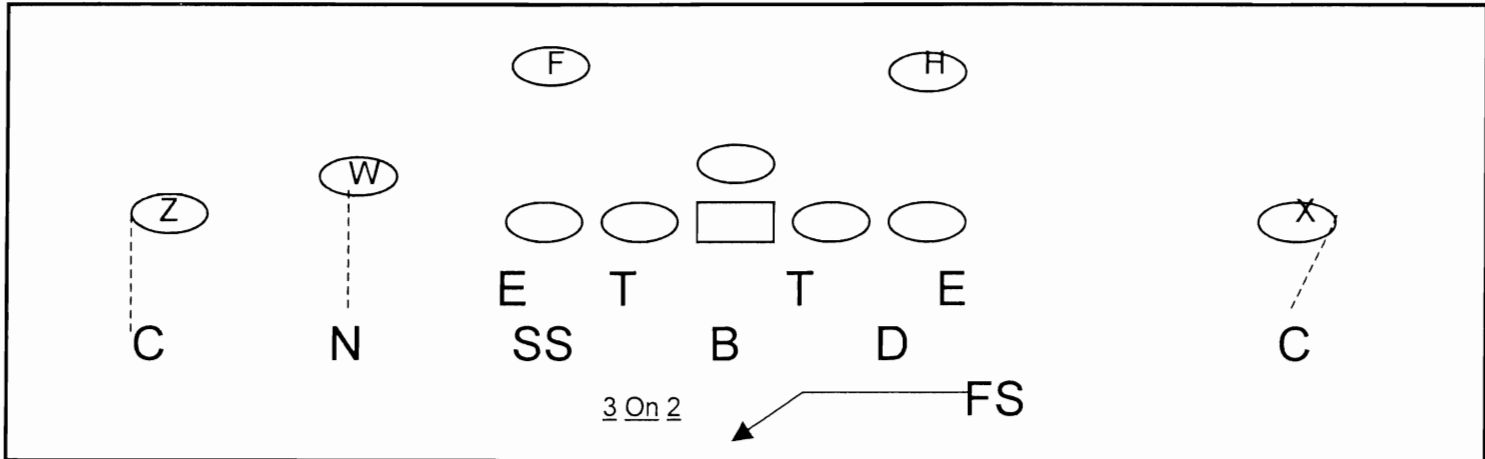
OSCAR



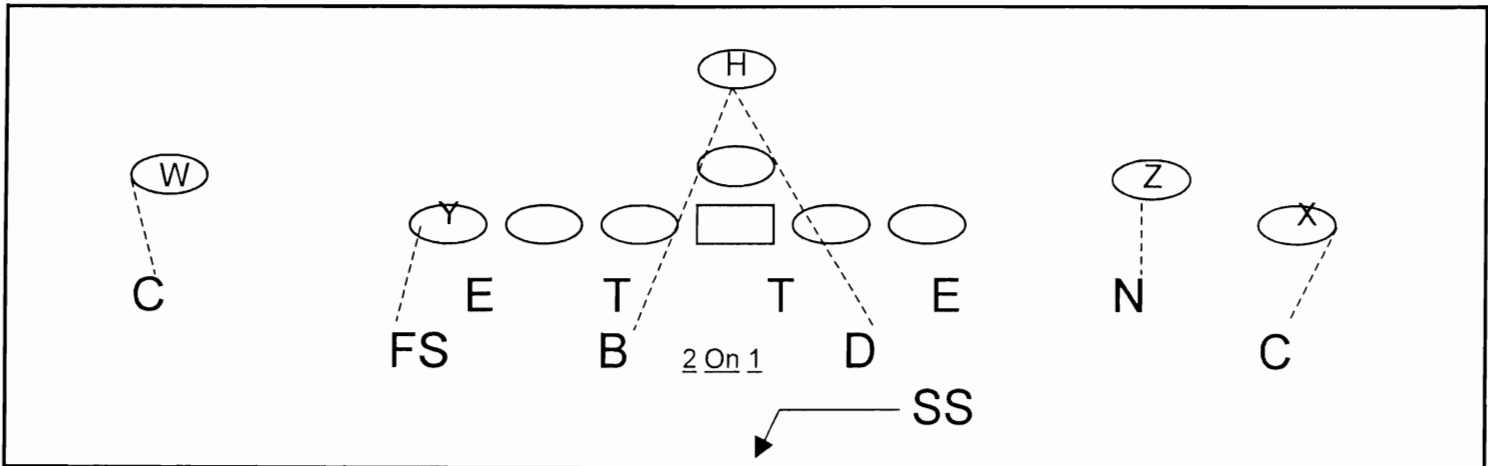
Nickel Shade 1 Match

- A Man Coverage Utilizing Modified Zone Automatic Alignment Rules (Backer Align In The Closed). This Defense Allows Us To Keep The Backer And The Dime In The Core Vs The Run. We Plan To Feature This Coverage Vs Kings, Queens And Regular People.
- Vs Kings People The Safety To The Side Of The Tight End Will Adjust And Cover the Tight End.
- The Safety Away From The Tight End Will Play Deep Middle
- Safeties Have All Y Off- Y Motion Adjustments. Corners And Nickel Will Match The Wide Receivers With Outside Leverage (Use Normal Split Rules)
- Vs Two Back Sets The Strong Safety Will Come Down And Play 3 On 2 With The Backer And Dime
- We Will Always End Up With A Hole/ Lurker And A Deep Free Safety In The Middle Of The Field
- Safeties Hold 2 Deep Disguise As Long As Possible

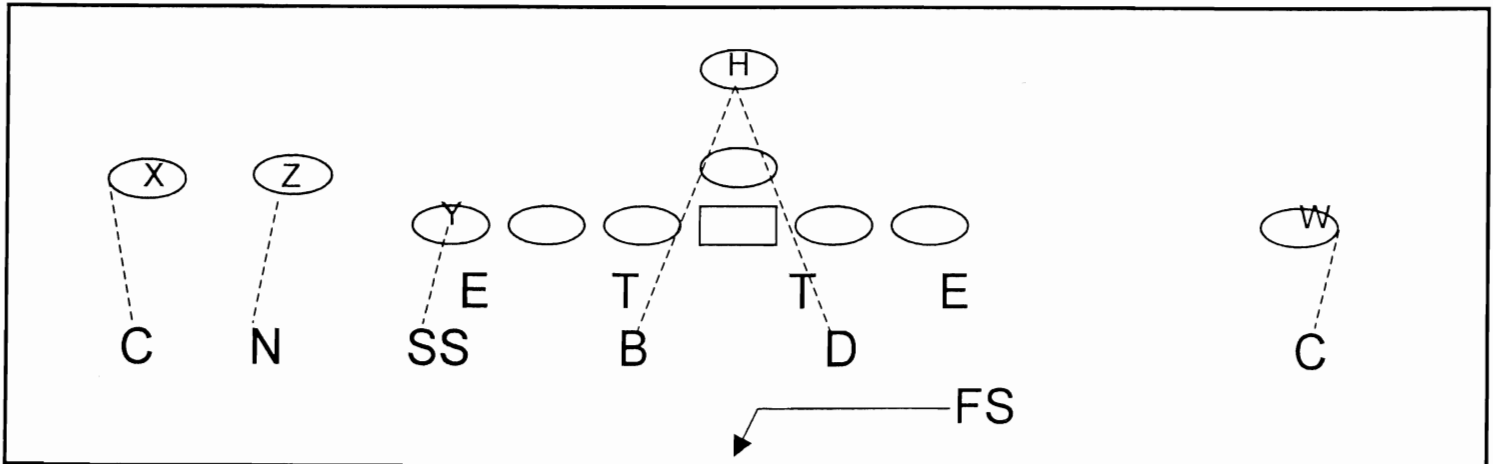
QUEENS LEFT



KINGS RIGHT

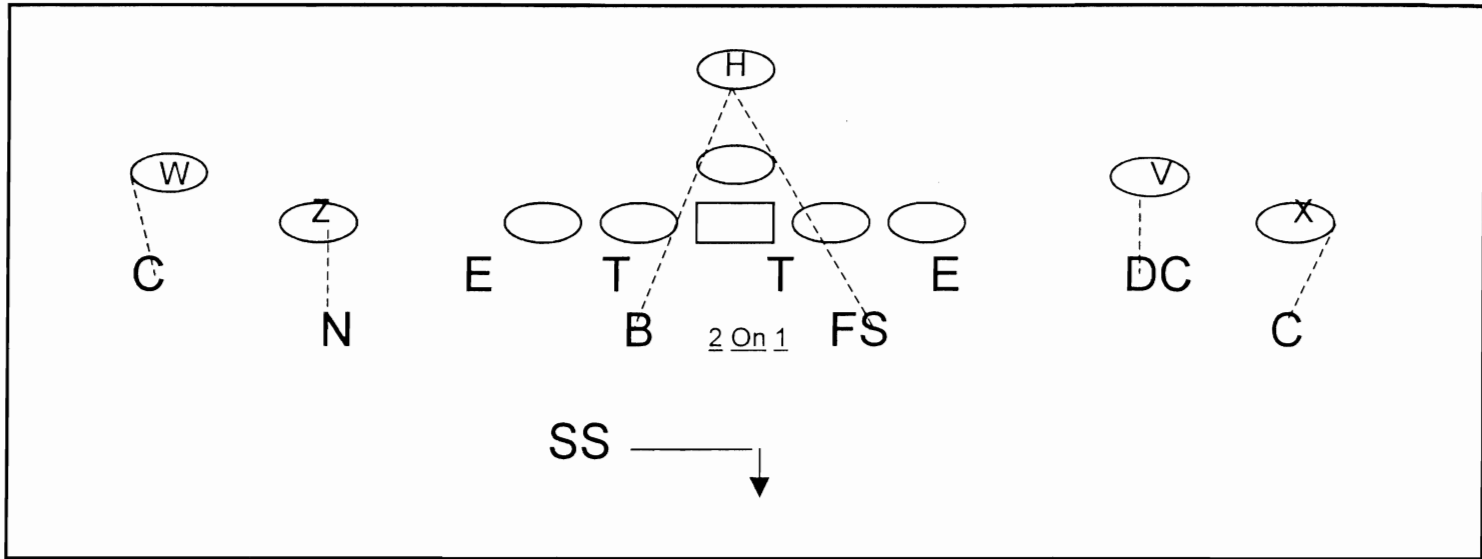


KINGS TRIPS LEFT



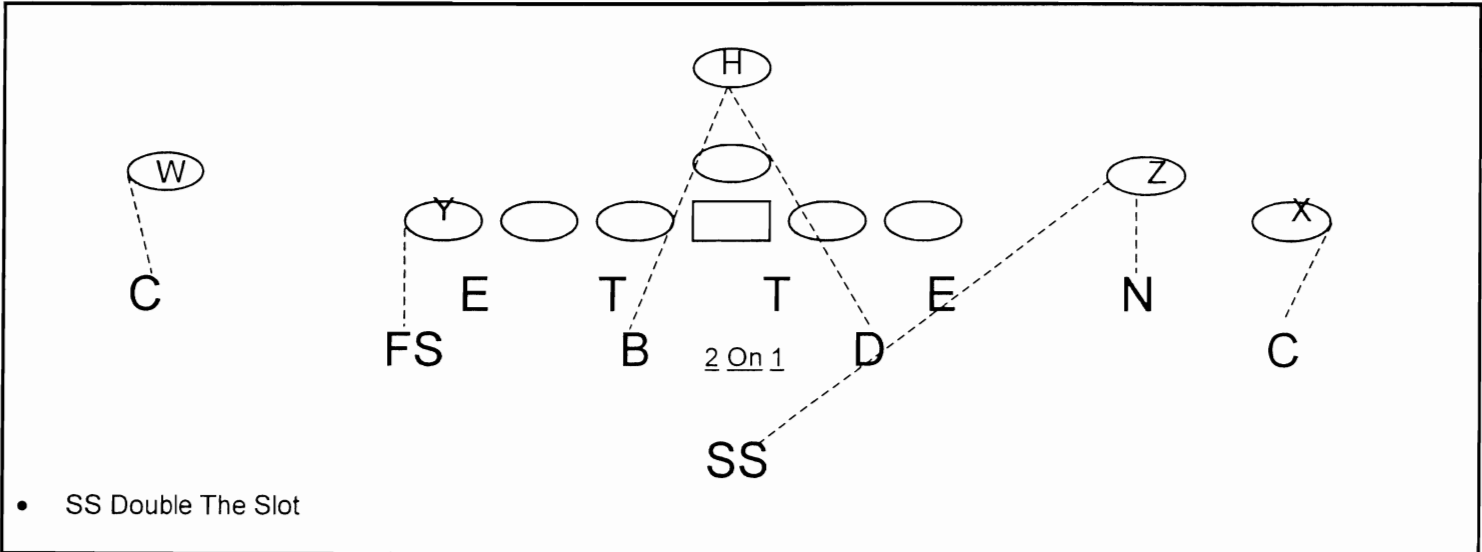
Shade 1 Match Vs Flush People

FLUSH RIGHT

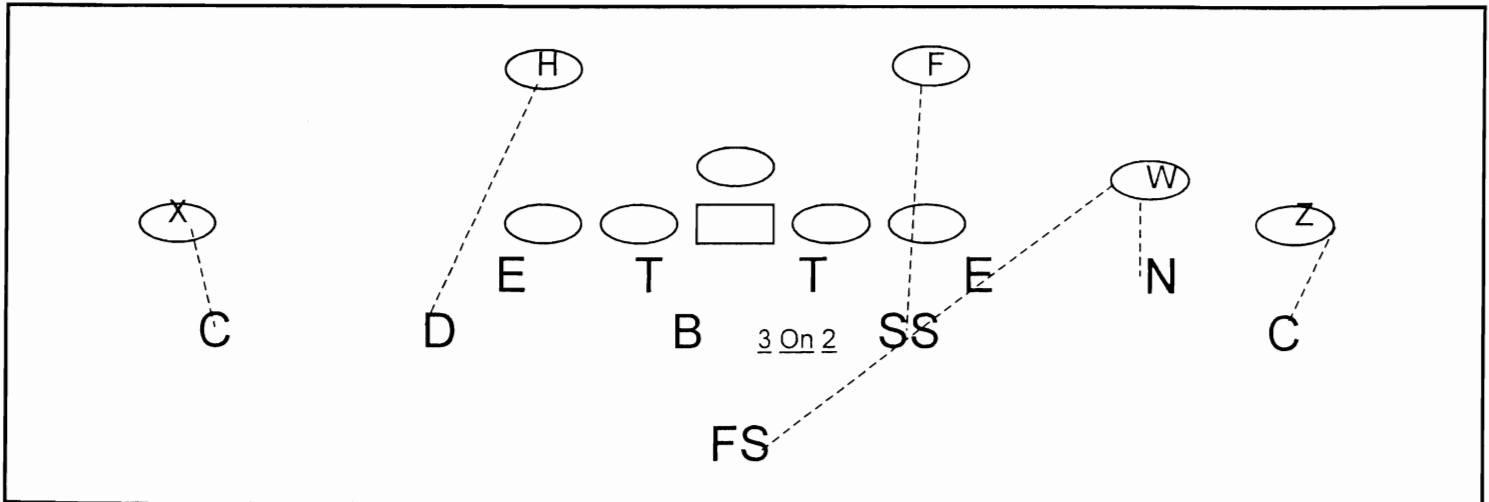


Combo Shade 1 Match

KINGS RIGHT



QUEENS RIGHT

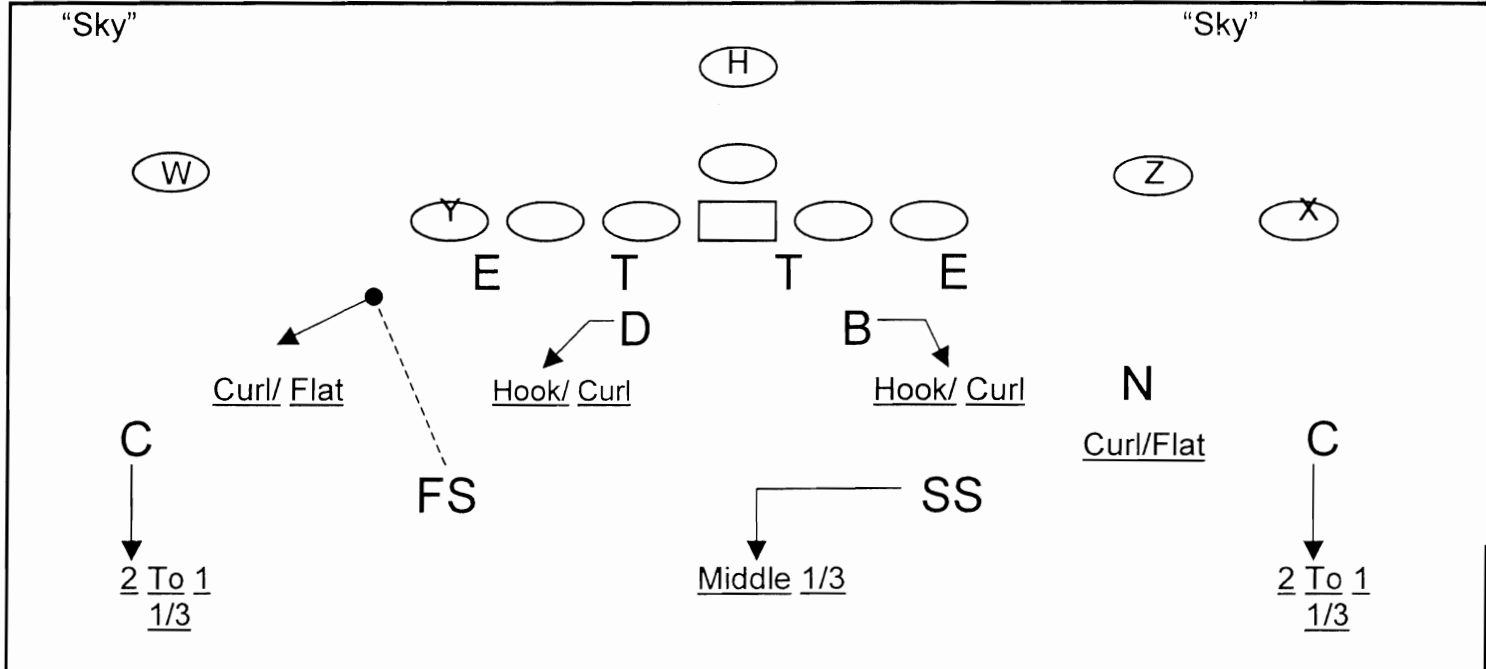


Nickel Shade 3 Weak

- Zone Automatic Alignment Rules. This Defense Allows Us To Keep The Backer And The Dime In The Core Vs The Run.
- Align In A Shade Front. Open Call To Set The Defense
- Safety Away From The Nickel Drop Down And Play Punch And Widen Curl/ Flat. Hold A Cover Two Disguise As Long As Possible
- Dime And Backer Are Hook Droppers
- Nickel Play Punch And Widen Curl/ Flat
- Corners Deep 1/3's Key 2 To 1
- Safety To The Nickel Play Middle 1/3

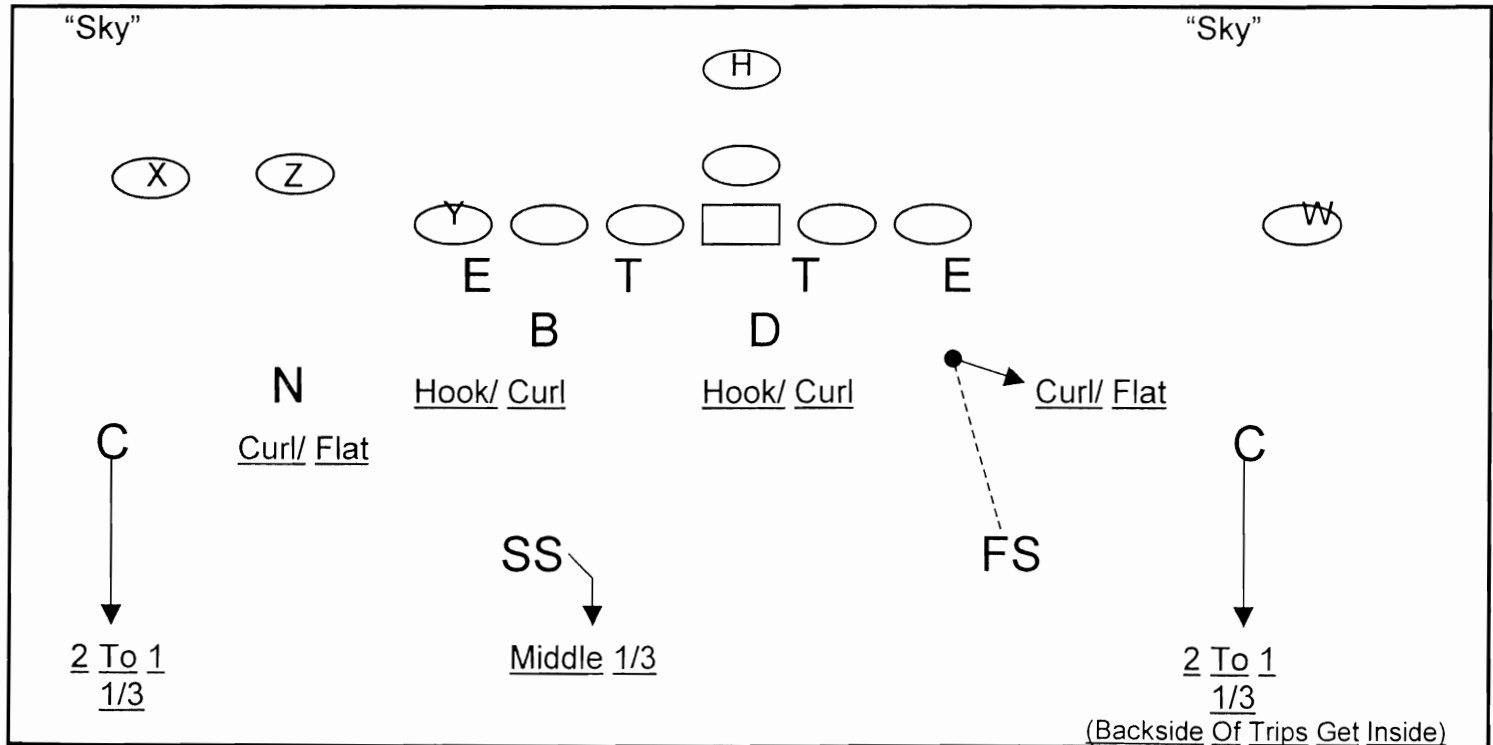
KINGS RIGHT

OPEN RIGHT



KINGS TRIPS LEFT

OPEN RIGHT

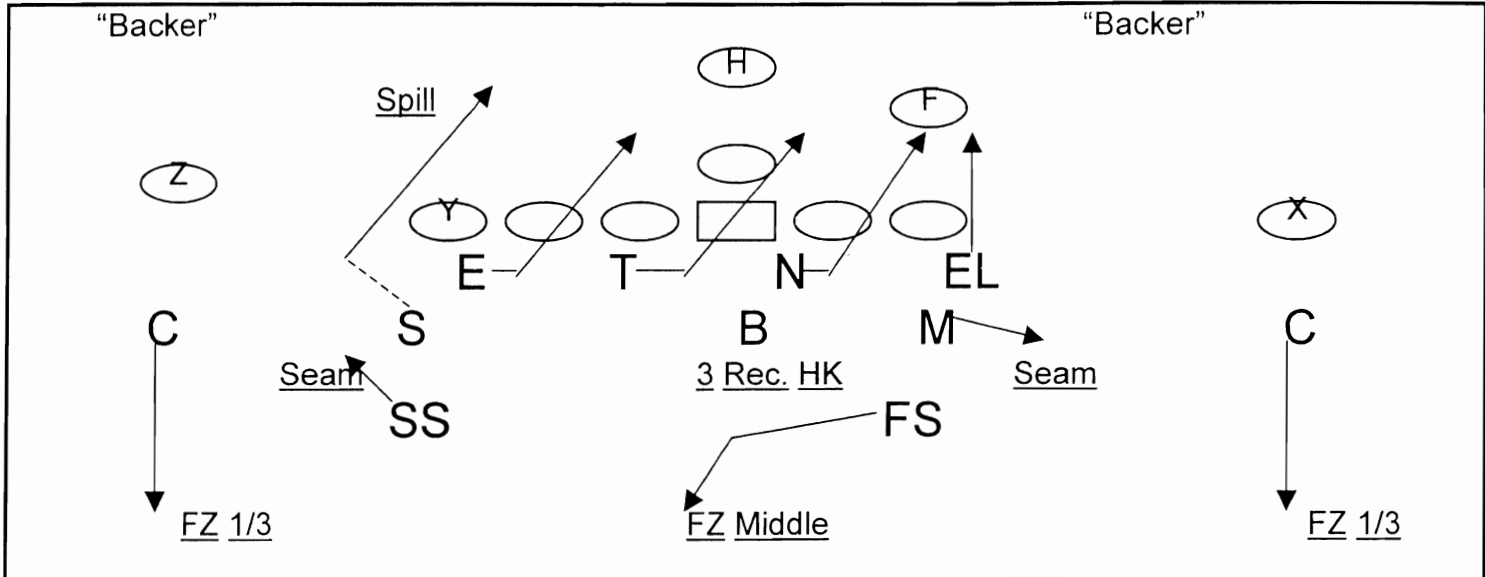


Stack Shark Fire Zone

- A Closed Side Fire Zone That Blitzes The Sam Off The Edge On A Spill Course From The Closed Side.
- Safety To The Sam Will Invert And Play Fire Zone Seam.
- Everyone Else Play Torpedo

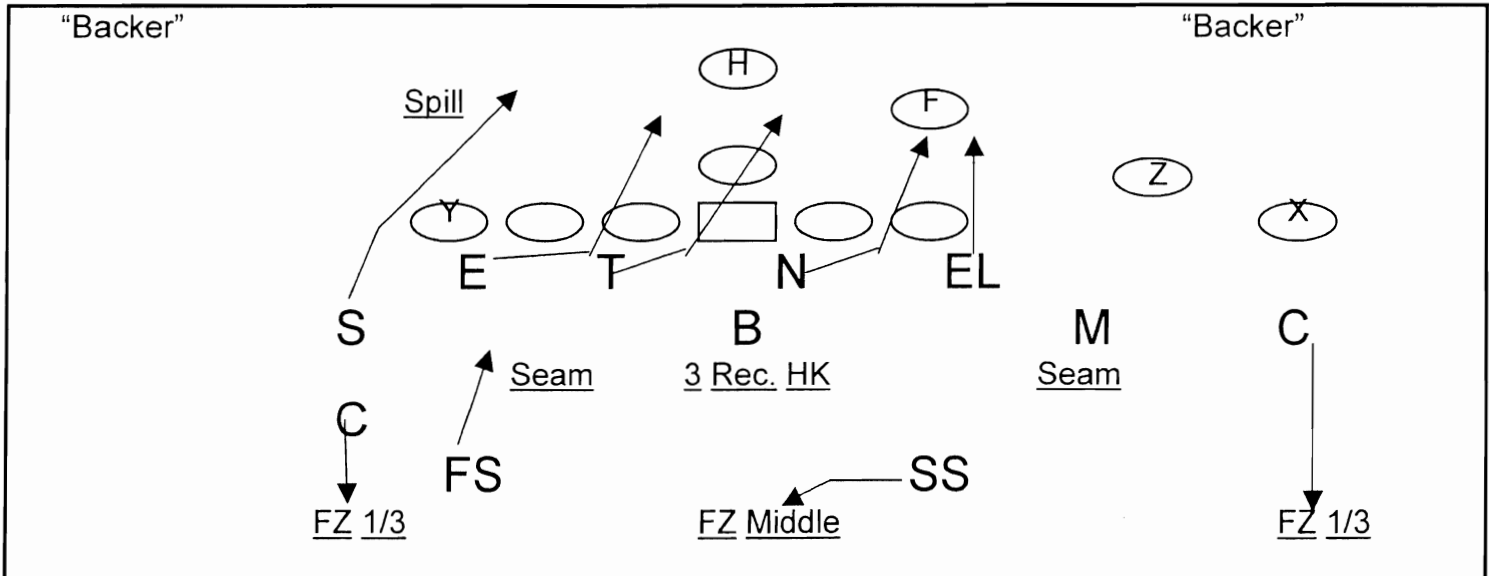
FAR I LEFT

OPEN RIGHT



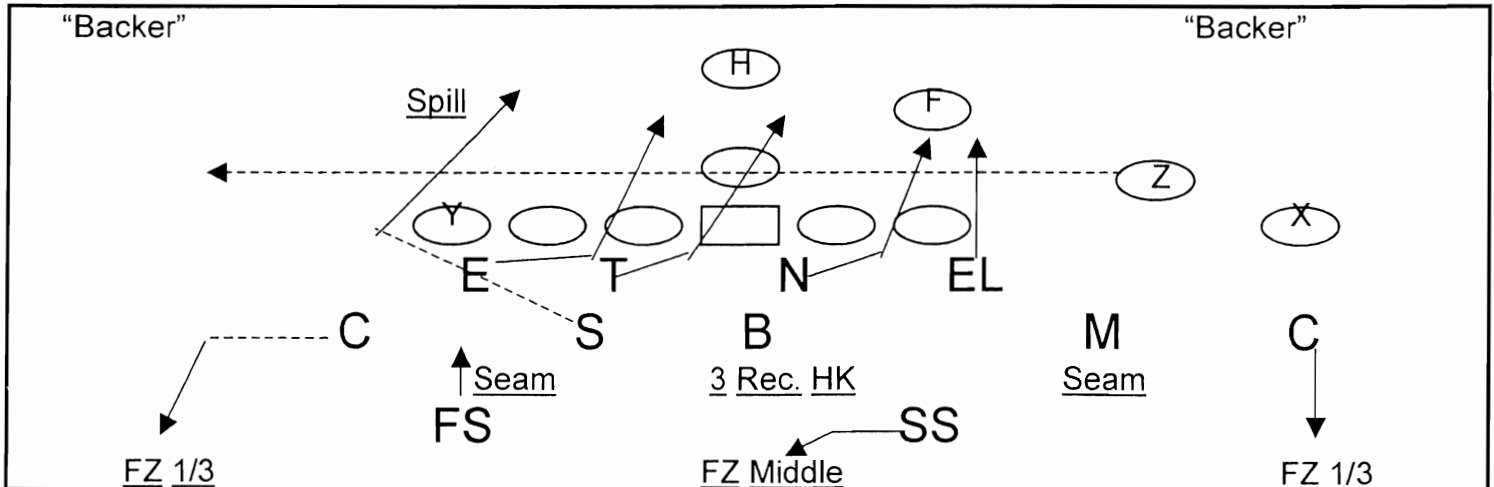
FAR I SLOT RIGHT

OPEN RIGHT



FAR I LEFT Z MOTION

OPEN RIGHT

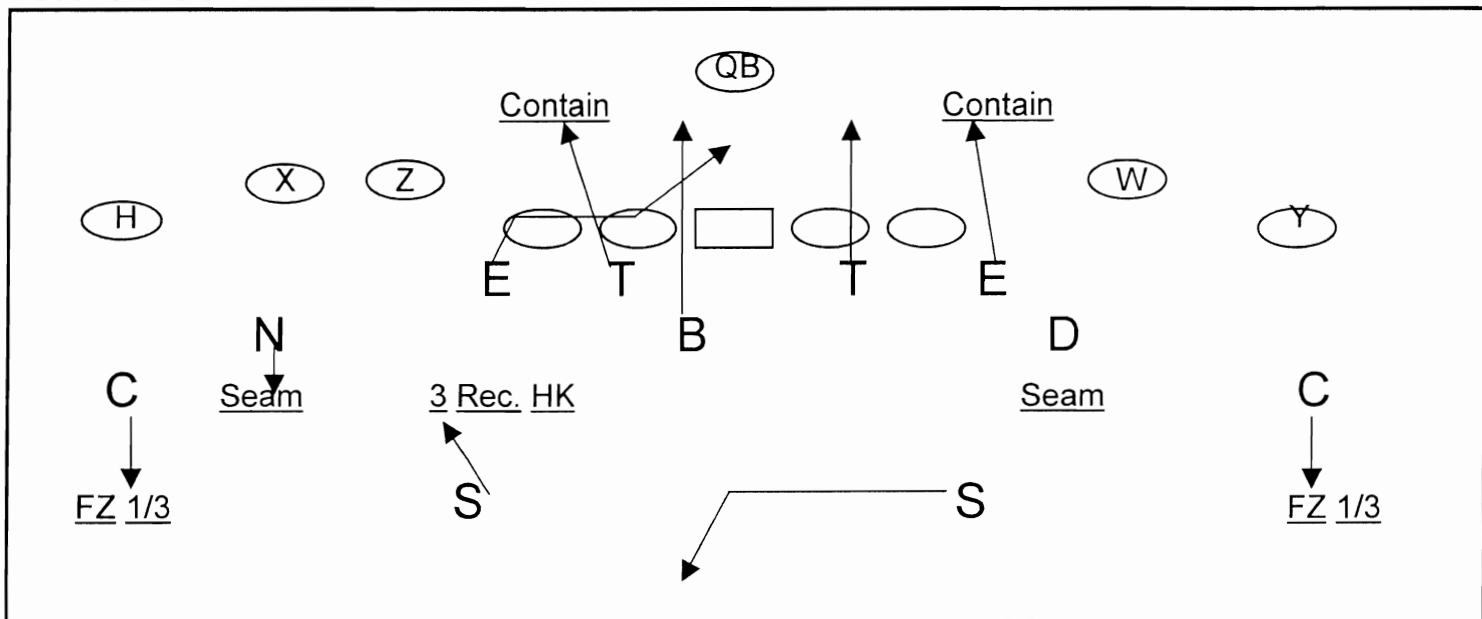


Flush Fire Zone

- This Will Be Our Empty Check Out Of Nickel Or Dime Personnel
- This Can Also Be Called As A Normal Pressure
- Zone Automatic Alignments
- Magic In The Secondary
- Stunt Is Always Left. Backer Hit The Left "A" Gap
- Left End Run Flush Stunt
- Left Tackle Contain Rush
- Right End Rush To Contain
- Right Tackle Rush

KINGS GUN TRIPS SPREAD LEFT

CHECK "FLUSH"

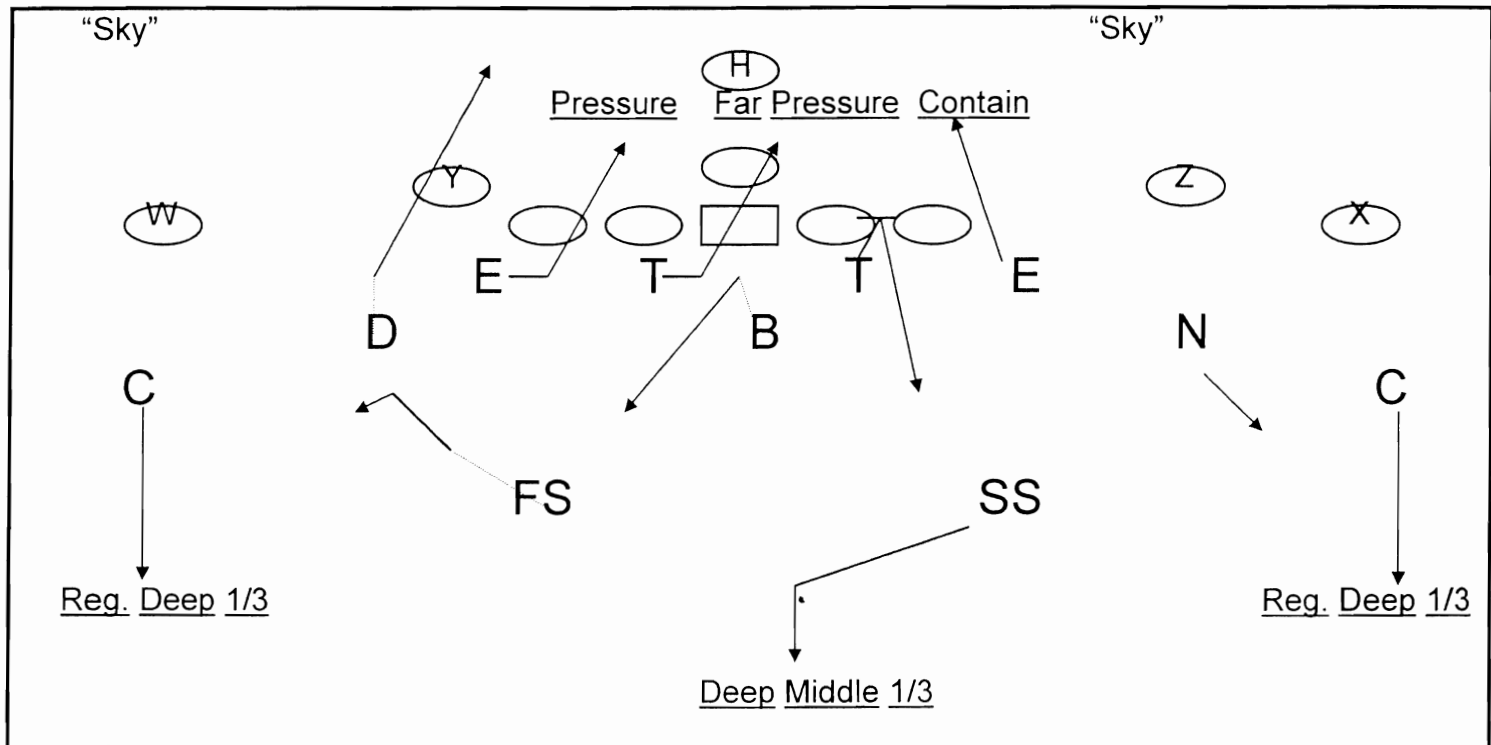


Dime Tag 8

- Closed To The Dime Player
- Take Zone Auto Alignments
- End And Tackle Aligned To The Closed Call Jet Away From Closed Call
- Tackle Away From Closed Call, Drop To Hook/ Curl - Play Run First
- End Away From The Call Rush To Contain
- Backer Play Hook/ Curl To The Call
- Safeties Invert To The Closed Blitz. Play True Rob/ Lee Curl/ Flat
- Corners Read #2 To #1 - True 3 Deep Zone

KINGS FAR RIGHT Y OFF

CLOSED LEFT

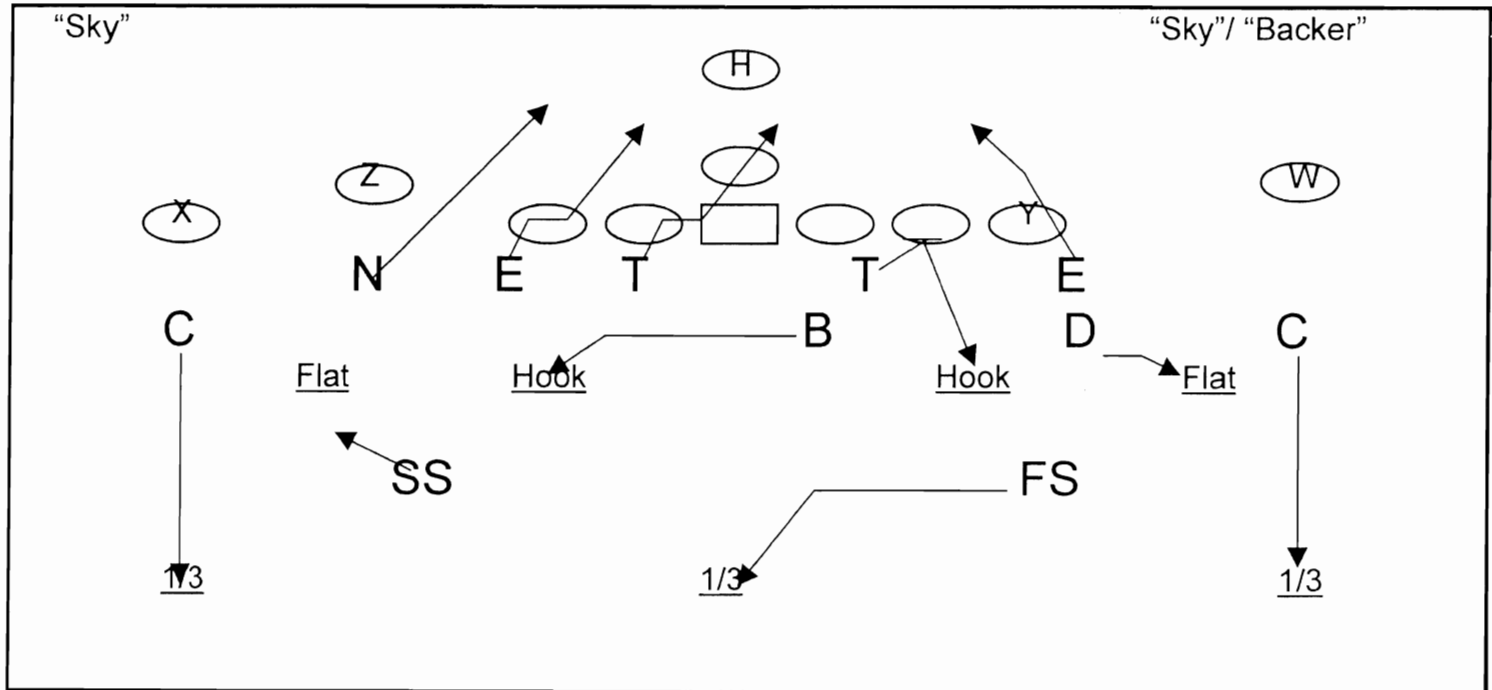


Nickel Tag 8

- Align In Zone Automatic Rules
- Always Closed To The Nickel Player
- Backer Has Hook To The Closed Call, But Favor Tight End For Run
- End And Tackle Aligned To The Closed Call Jet Away From The Call.
- Tackle Away From The Closed Call Drop To The Hook. Play Run First
- End Away From The Call Rush

KINGS LEFT

CLOSED LEFT

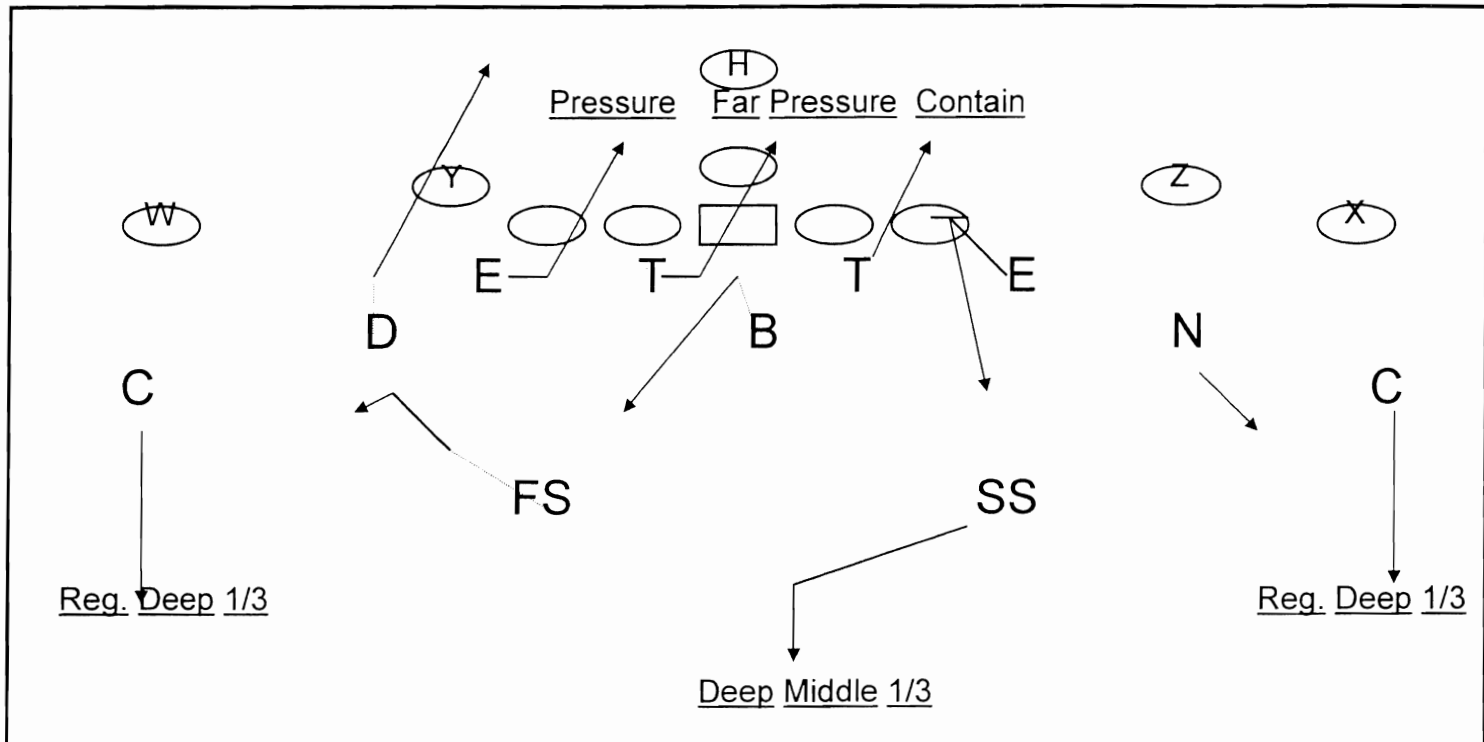


Dime Sting 8

- Closed To The Dime Player
- Take Zone Auto Alignments
- Line Jet Away From Closed Call
- End Away From Closed Call, Drop To Hook/ Curl
- Backer Play Hook/ Curl To The Call
- Safeties Invert To The Closed Blitz. Play True Rob/ Lee Curl/ Flat
- Corners Read #2 To #1 - True 3 Deep Zone

KINGS FAR RIGHT Y OFF

CLOSED LEFT

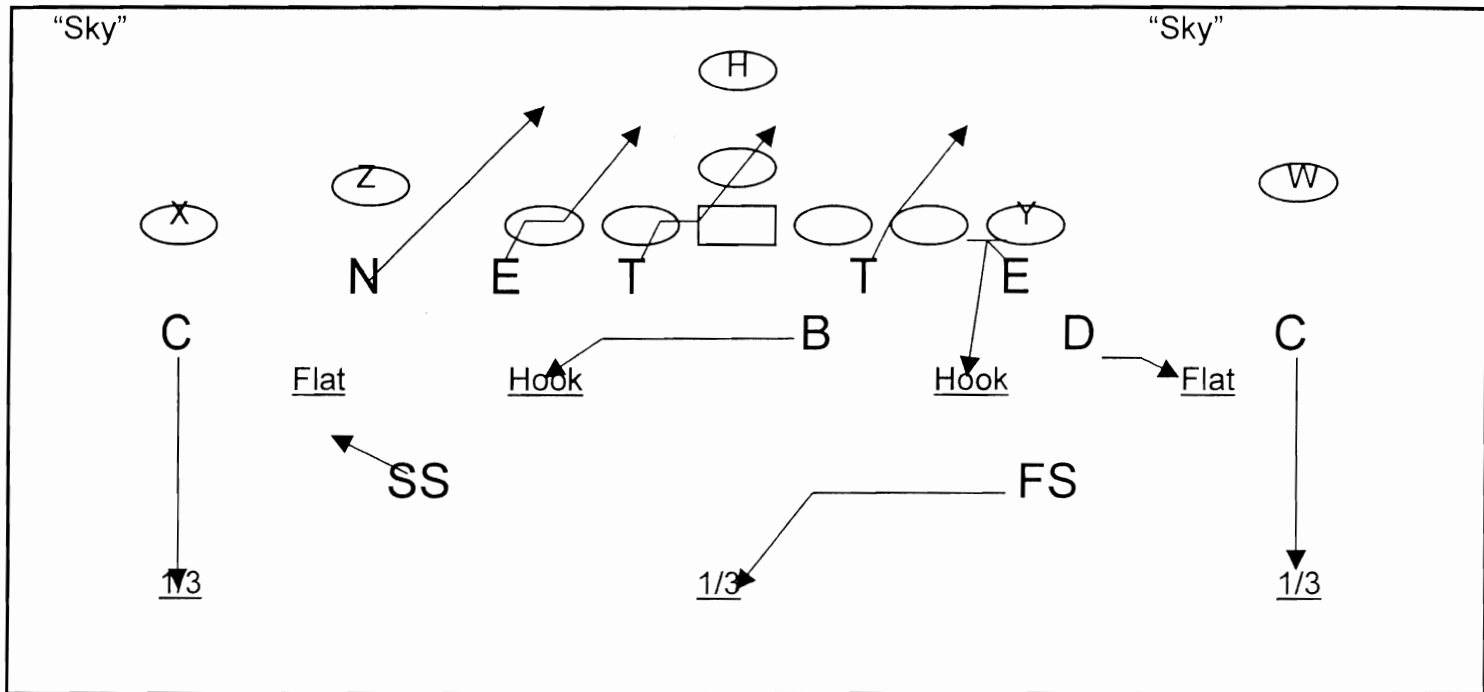


Nickel Sting 8

- Align In Zone Automatic Rules
- Always Closed To The Nickel Player
- Backer Has Hook To The Closed Call, But Favor Tight End For Run

KINGS LEFT

CLOSED LEFT



2002 CINCINNATI BENGALS NOTE BOOK INSTALLATION 6

Coverages	PAGE #
Wide (T, Freeze) 63	1
Wide T Invert 63	2

Man Pressure	PAGE #
Big Bear 1	1

2002 Lottery Numbers - Top 3

15	Fumble Recoveries
22	Interceptions
37	Take Aways
52	Sacks
69%	3rd Down Defense
86 Yards	Rushing Defense
280 Yards	Total Defense
14 Points	Scoring Defense
62%	Red Zone Defense

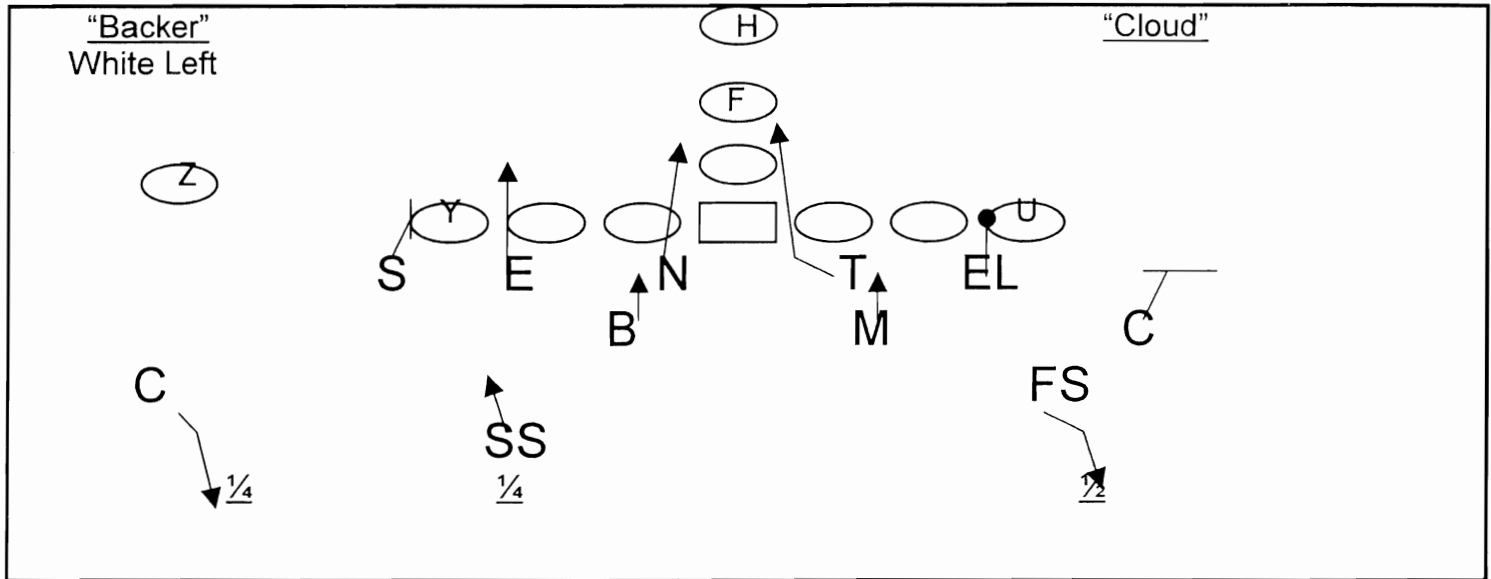
Sneak Wide 63 & Wide T 63

- "Sneak" Tells Buck To Align Tight To The Line Of Scrimmage, Mac Aligns At Heel Depth Of The Defensive Tackle. Nose Attack The LOS
- Align In Wide Front
- If "T" Stunt Is Called Run "T" Stunt From 3 Technique.
- Strong Corner Key "Z" For Play Pass
- C.O.S. Motion Goes To Cover 3

TENS I LEFT

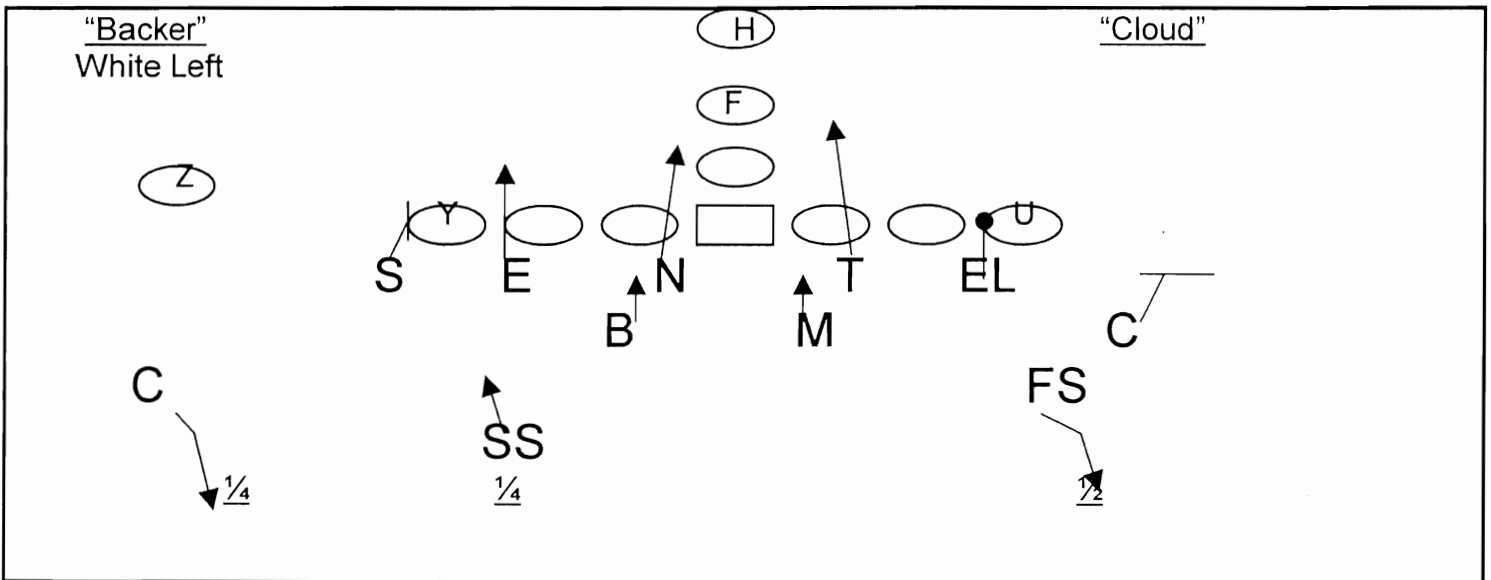
"T" STUNT

OPEN RIGHT



TENS I LEFT

OPEN RIGHT

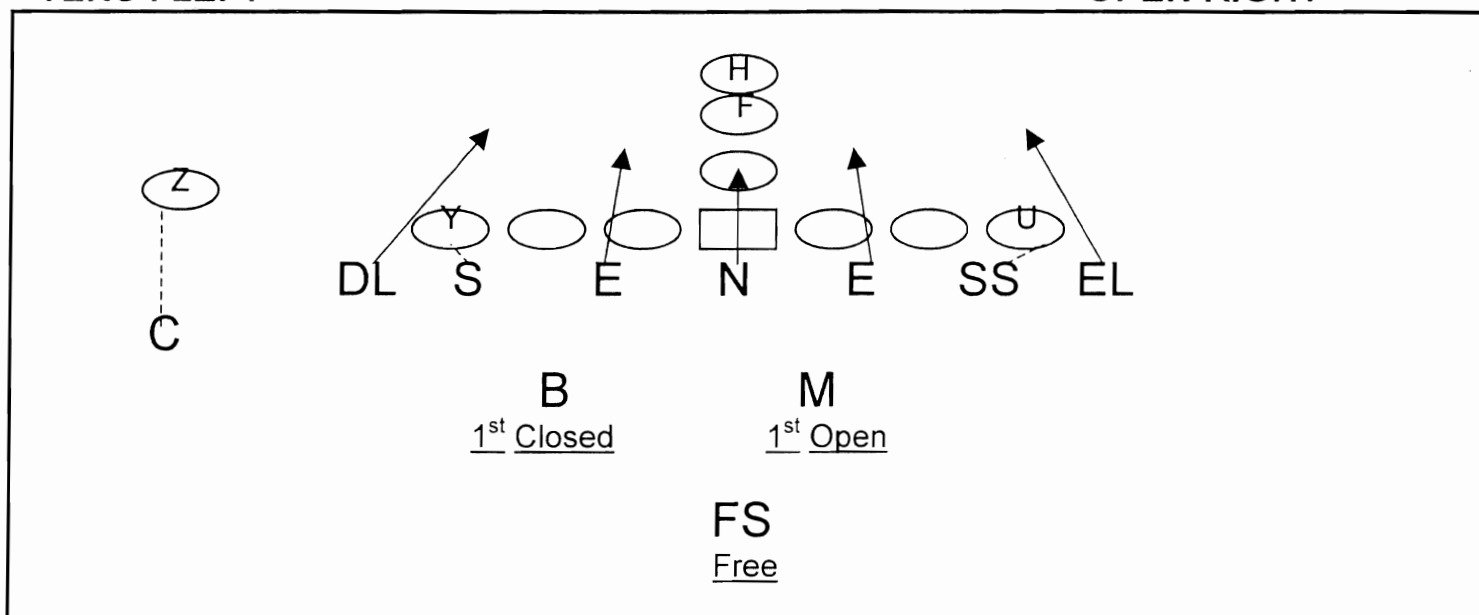


Big Bear 1

- Vs Tens Personnel We Will Sub An Extra Defensive Lineman For A Corner
- Open Call To Set The Front
- The Extra Lineman Will Always Go With The Sam And Be The Outside Rusher.
- Open End ("3 End") If You Get Tens Heavy Ram The Open "A" Gap. Nose Play Tough
- Sam Has The Closed Tight End Or The Down Tight End In Heavy
- Strong Safety Has The U Tight End
- Buck Has The First Back Closed
- Mac Has The First Back Open
- If You Get A One Back Set The Mac Or The Buck Will Adjust Depending On Which Way The Back Goes. If He Is To Your Side You Have Him
- Corner In The Game Has The Wide Receiver
- FS Is Free In The Middle

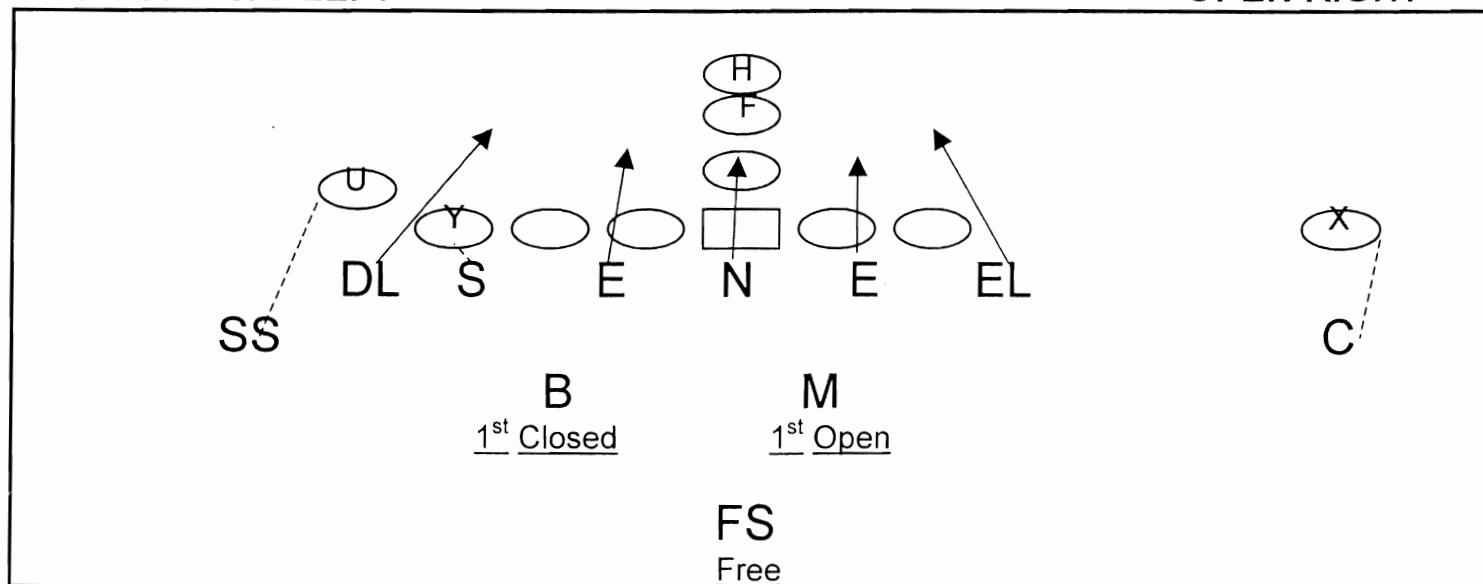
TENS I LEFT

OPEN RIGHT



TENS I HEAVY LEFT

OPEN RIGHT



2001 CINCINNATI BENGALS NOTE BOOK

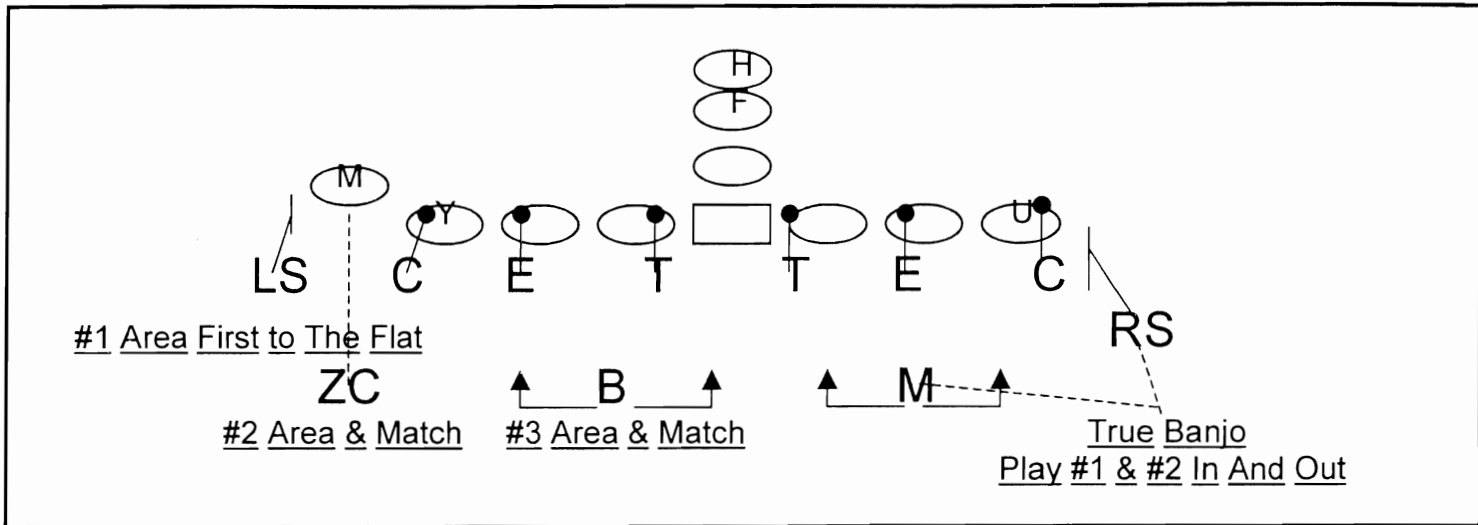
INSTALLATION #7

Goal Line Package	PAGE #
Banjo	1
Double Cora	2
Banzai	3
Option Rules	4
Goal line Vs Unbalanced	5
Goal line Vs Tens & Clubs	6

2002 Lottery Numbers - Top 3

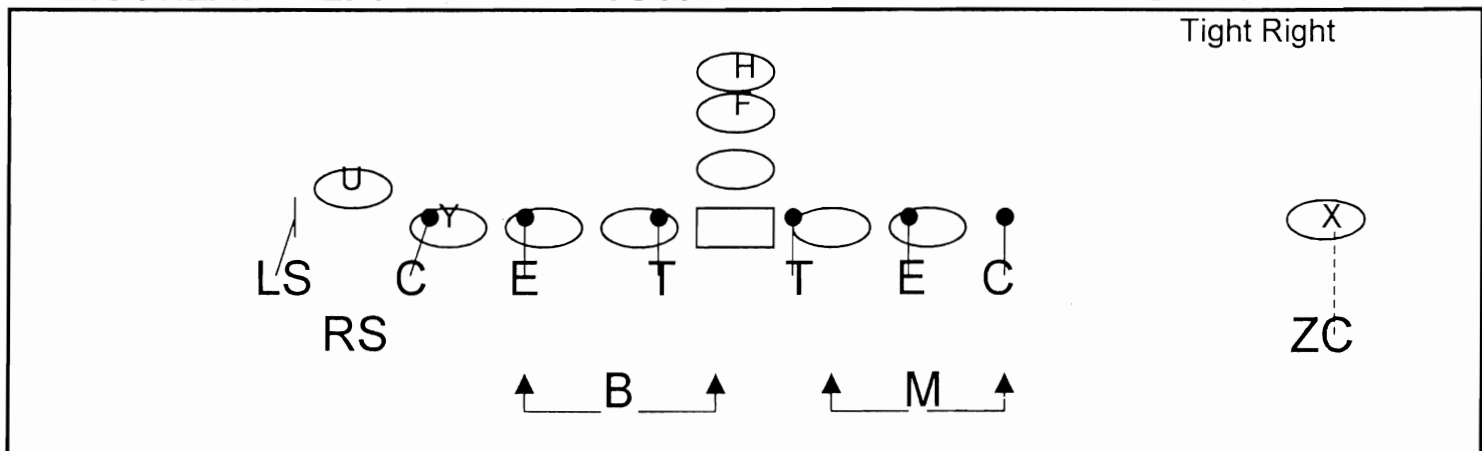
15	Fumble Recoveries
22	Interceptions
37	Take Aways
52	Sacks
69%	3rd Down Defense
86 Yards	Rushing Defense
280 Yards	Total Defense
14 Points	Scoring Defense
62%	Red Zone Defense

Goal Line Banjo

JACKS I LEFT
TIGHT RIGHT


- Make "Tight Call" By Game Plan. Call Usually Goes Away From The "Tilt" Or Weak Vs. No Tilt.
- Z Corner: Align On Wing (M) And Cover #2 Area And Match. Look To Support Runs To The Inside. Run With Motion.
- Strong Support: Align Outside Leverage On The Wing (On The LOS). Jam- Squeeze- Force All Runs. You Have #1 Area First To the Flat.
- Strong Crawl: Heavy "9" On "Y". Jam Him. Play "D" Gap. Rush Contain.
- Strong End: Outside Eye Of Tackle. Take Goal Line "Target" Charge Into "C" Gap.
- Tape Tackles: Goal Line Target Charge Into "A" Gaps.
- "Tight" End: Inside Eye Of Guard. Goal Line Target Charge Into The "B" Gap.
- Weak Crawl: Heavy "9" On "U". Jam Him. Play "D" Gap. Rush Contain.
- Weak Support: Align Outside Leverage On Tight End ("U") Hip Position. "Pinch/ Jam" Charge Tight End With The "Crawl" Player. Play "Banjo" With Mac On Tight End And Near Back. Jam- Squeeze- Force All Runs. (Fold And Fit On Run Away)
- Buck & Mack: Align With Ample Depth. You Must Scrape & Fill Down Hill. Spill Or Squeeze Off Of Location Of "Z" Corner. Play "Banjo" Coverage With Supports On Tight Ends And Near Backs.

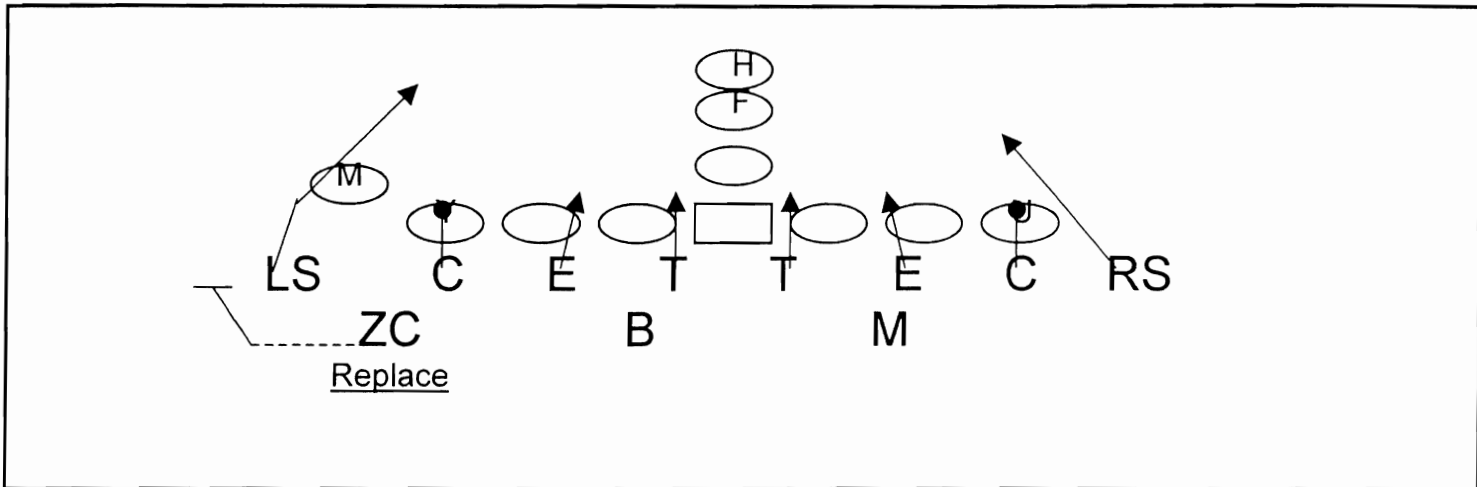
**** Alert For "Spread Rules" And Rules Vs. "Clubs" People.**

TENS I HEAVY LEFT
VS A PAIR THE SUPPORTS WILL COME OVER
Tight Right


Goal Line Double Cora

JACKS I LEFT

NO CALL



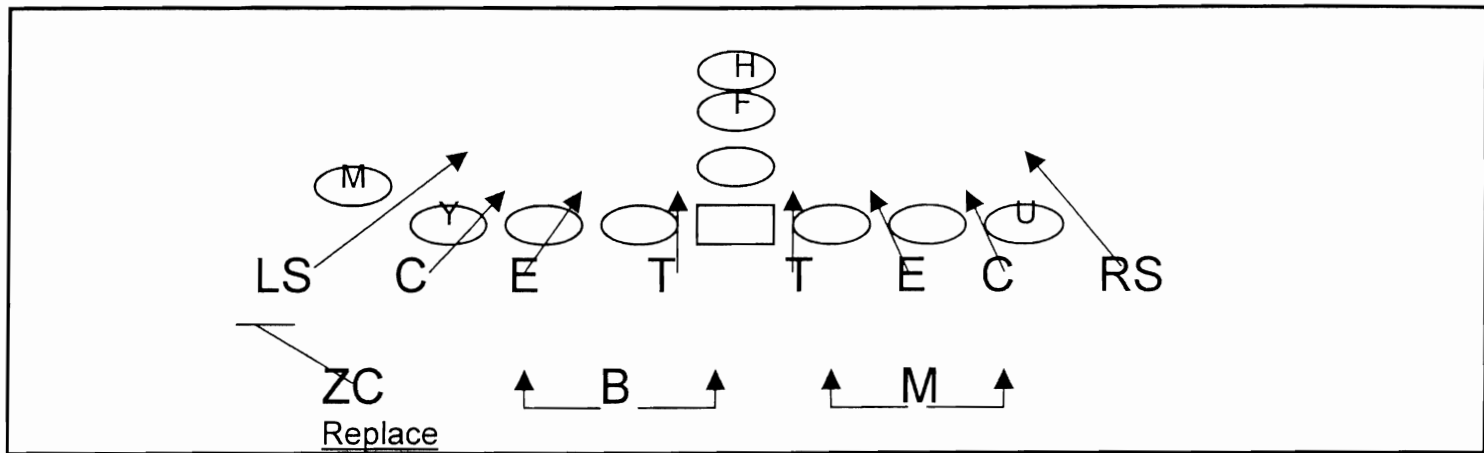
- No Call Needed
- Z Corner: Align On "M" Run With Motion. Adjust Off Of Support's Charge For Angle To "Replace". Cover Wing Man/Man. "M" Motion Will Be Spilled To You.
- Supports: Time Blitz. STAY ONSIDE! Angle To Back Of Near Hip Of Down Tight End, Hit Him If He Is Trying To Release Outside. Contain Rush Pass. Alert Bootleg. Strong Support- Time And Disguise Your Blitz Out Side The Pair. If You Get Yo-Yo Or Motion To You Spill. (Blitz Into The "D" Gap - Crease). Squeeze The On-side Lineman, Spill Motion, Backs & Off-Side Linemen
- Ends: Ram Charge "B" Gap. Step And Get Upfield. Penetrate And Make Plays.
- Tape Tackles: Same As Goal Line Banjo
- Crawls: Align In A "6" Technique. "C" Gap Vs Run. Have TE Man To Man
- Buck And Mack: Fast Flow-Inside Gaps Are Covered. Supports Will "Spill" Ball To You. You Have The Near Back In Coverage.

**Alert For Spread Formation Automatics

Goal Line Banzai

JACKS | LEFT

NO CALL

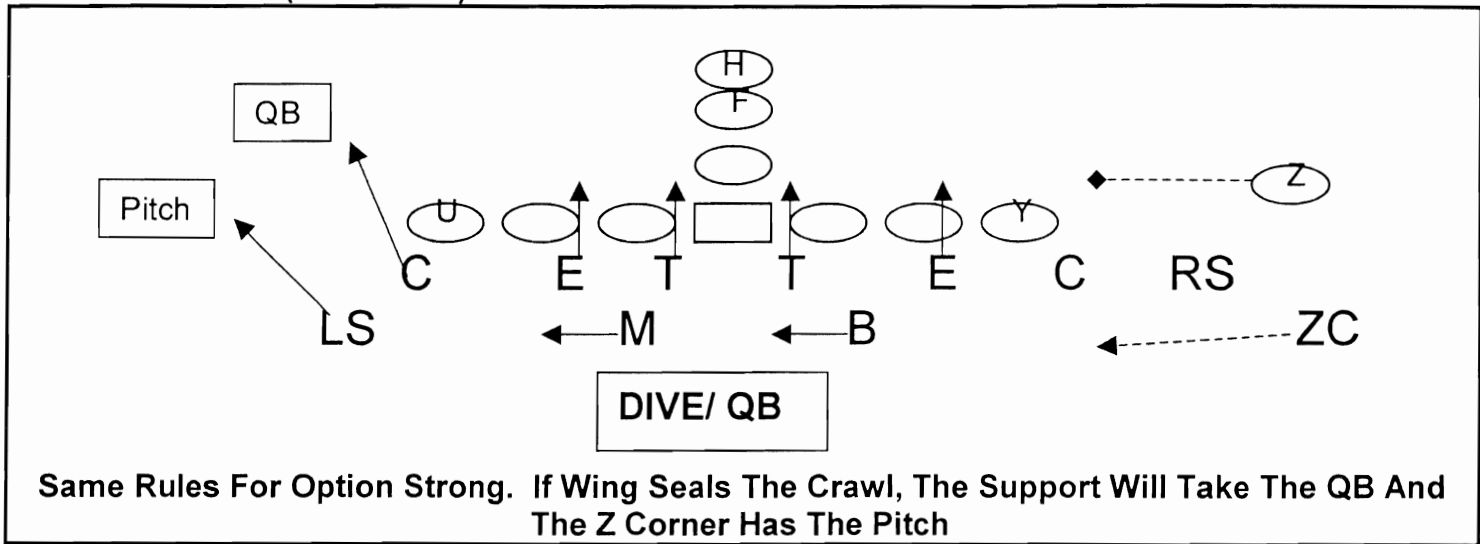


- Z Corner: Align On "M". Adjust Off Of Support's Charge For Angle To "Replace". Cover Wing Man/Man. "M" Motion Will Be Spilled To You.
- Supports: Time Blitz. STAY ONSIDE! Angle To Back Of Near Hip Of Down Tight End, Hit Him If He Is Trying To Release Outside. "Spill" Run At You. Strong Support- Time And Disguise Your Blitz Into The "D" Gap – Crease Spill All Blocks
- Ends: Ram Charge "B" Gap. Step And Get Upfield. Penetrate And Make Plays.
- Tape Tackles: Same As Goal Line Banjo
- Crawls: Align In A "6" Technique. Jet To The "C" Gap
- Buck And Mack: Fast Flow-Inside Gaps Are Covered. Supports Will "Spill" Ball To You. If A Back Blocks You - Squeeze. (Scrapers)

Option Rules Vs Goal Line Banjo

TENS I RIGHT (Z CLOSE) ZIN

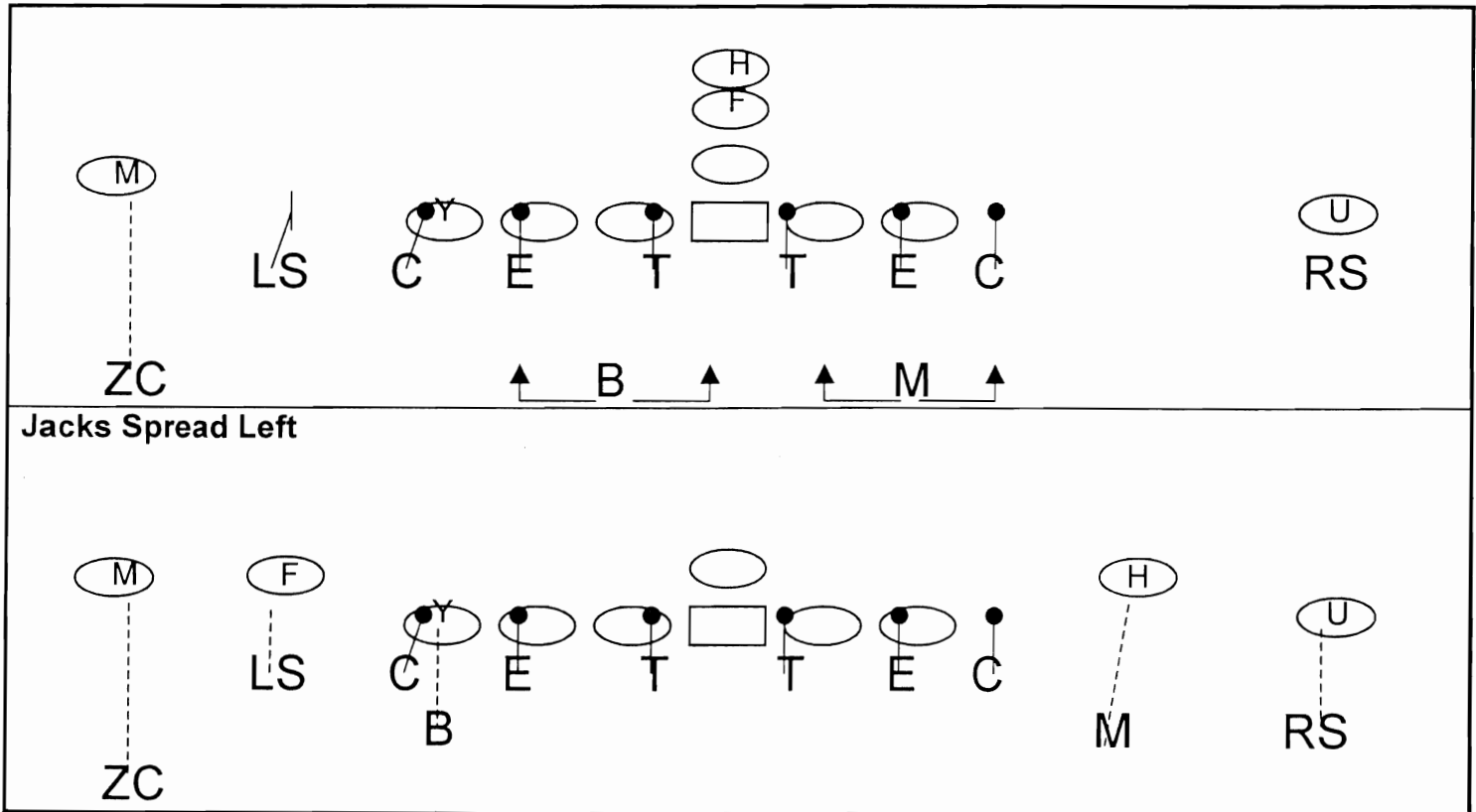
TIGHT LEFT

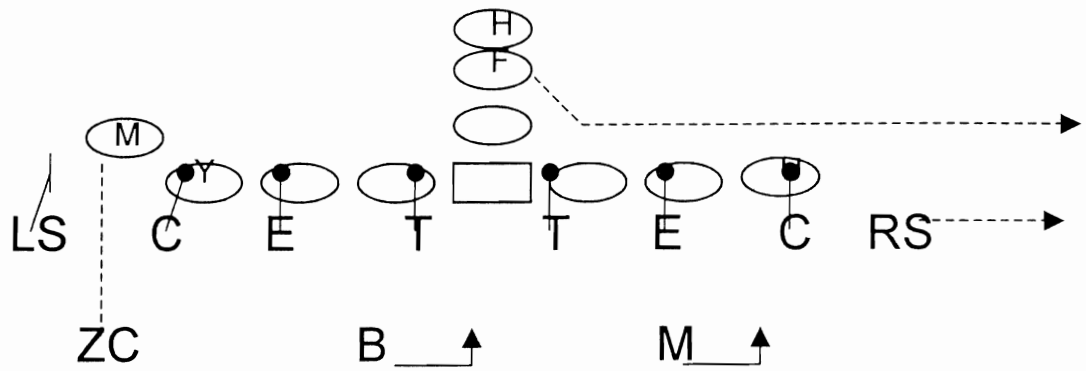


Goalline Double Cora And Goalline Banzai: Vs Spread Sets Check Banjo

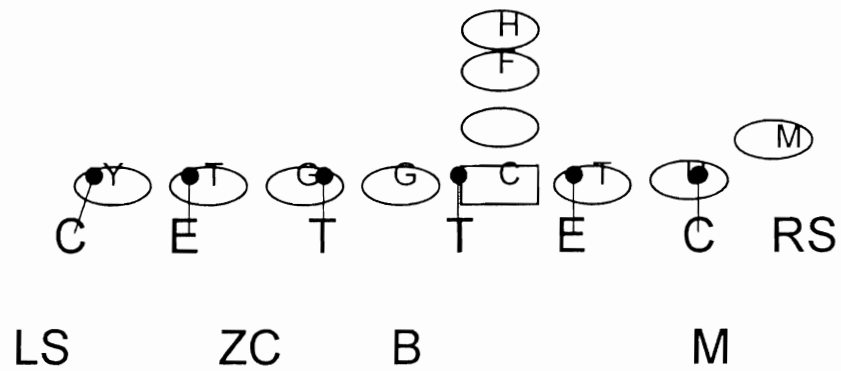
JACKS I LEFT

TIGHT RIGHT



JACKS TWIN LEFT F2**TIGHT RIGHT**

Vs Motion To 1 Back We Will Check Banjo And The Linebackers Will Bump Over

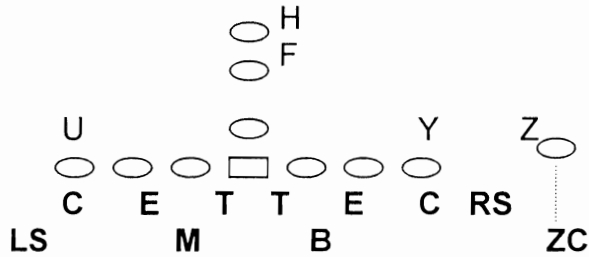
JACKS UNBALANCED LEFT**BUMP THE FRONT**

Bump The Front

GOAL LINE VS TENS & CLUBS

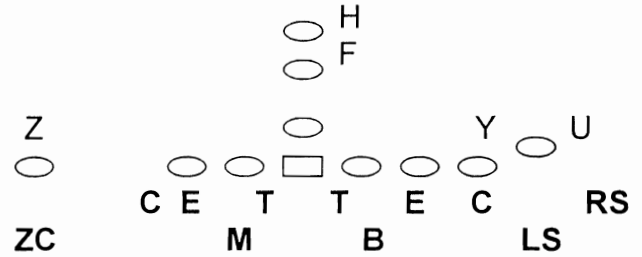
VS. TENS

Vs. Balanced Tens:



1. Run All Goal Line Calls
2. Same "Tite" Call Rules
3. "Banjo" On Both Sides in Banjo
4. ZC Match The Wide Receiver

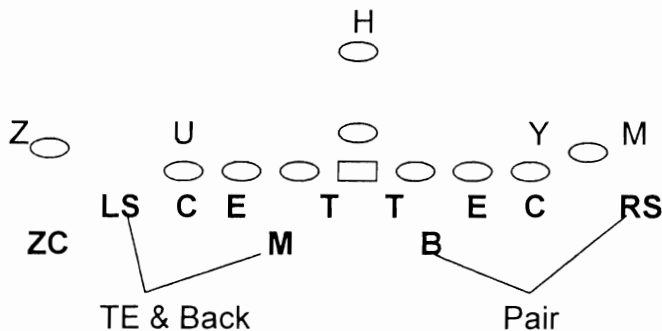
Vs. Tens Heavy



1. Always check Banjo
2. ZC Match The Wide Receiver
3. LS & RS Match The "Pair"
 - Stacked Support Is Always Ruled Like ZC
 - LS Will Run With Motion & Cover
4. Open Crawl Squeeze. Vs "U" Motion To "Spill"

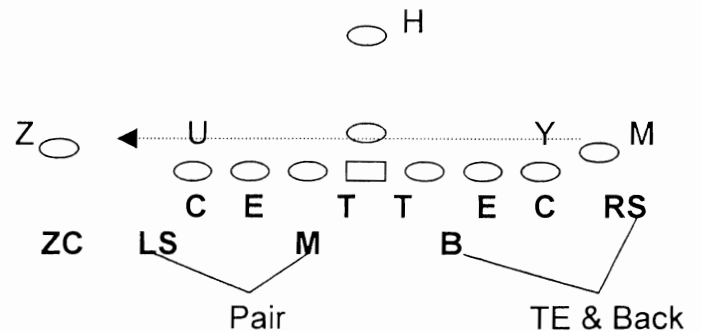
Vs Clubs

NO MOTION ADJUSTMENTS



1. ZC Match Wide Receiver
2. Support And Backer To The "Pair" Will Banjo The "Pair"
3. Support And Backer Away Will Banjo The Back & TE
4. Bump Wing Motion And Adjust "Banjo"
5. Tite Rule By Game Plan, Usually Away From The Pair

WITH MOTION



1. Bump Motion & Cover

2002 CINCINNATI BENGALS NOTE BOOK INSTALLATION 8

Coverages	PAGE #
Double The Stars	1
58 Inside Strong	2

Fire Zones	PAGE #
Triple Inside Fire Zone	3
Safety Gut Fire Zone	4

2002 Lottery Numbers - Top 3

15	Fumble Recoveries
22	Interceptions
37	Take Aways
52	Sacks
69%	3rd Down Defense
86 Yards	Rushing Defense
280 Yards	Total Defense
14 Points	Scoring Defense
62%	Red Zone Defense

Double The Stars

- Coverage Vs Multiple Wide Receivers That Will Allow Us To Double Both #82 And #87

With #87 & #82 On The Same Side – 4 On 2

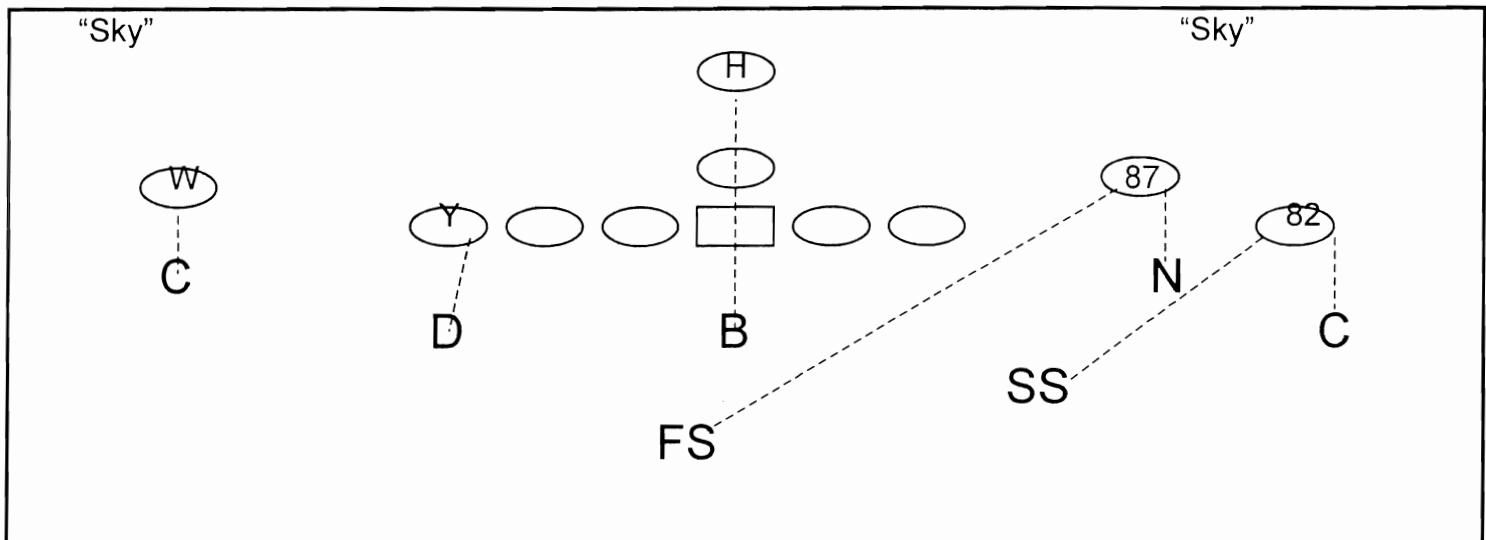
- Nickel And Strong Corner Align Outside. Safeties Help On The Inside
- Weak Corner Match The “W” Receiver
- Dime Cover The TE Inside Technique
- Backer Cover The Back

With #87 & #82 On Opposite Sides – Short And Long

- The DB's On #82 & #87 Will Inside Press. Safeties Will Help Over the Top
- Dime Cover The TE
- Backer Cover The Back

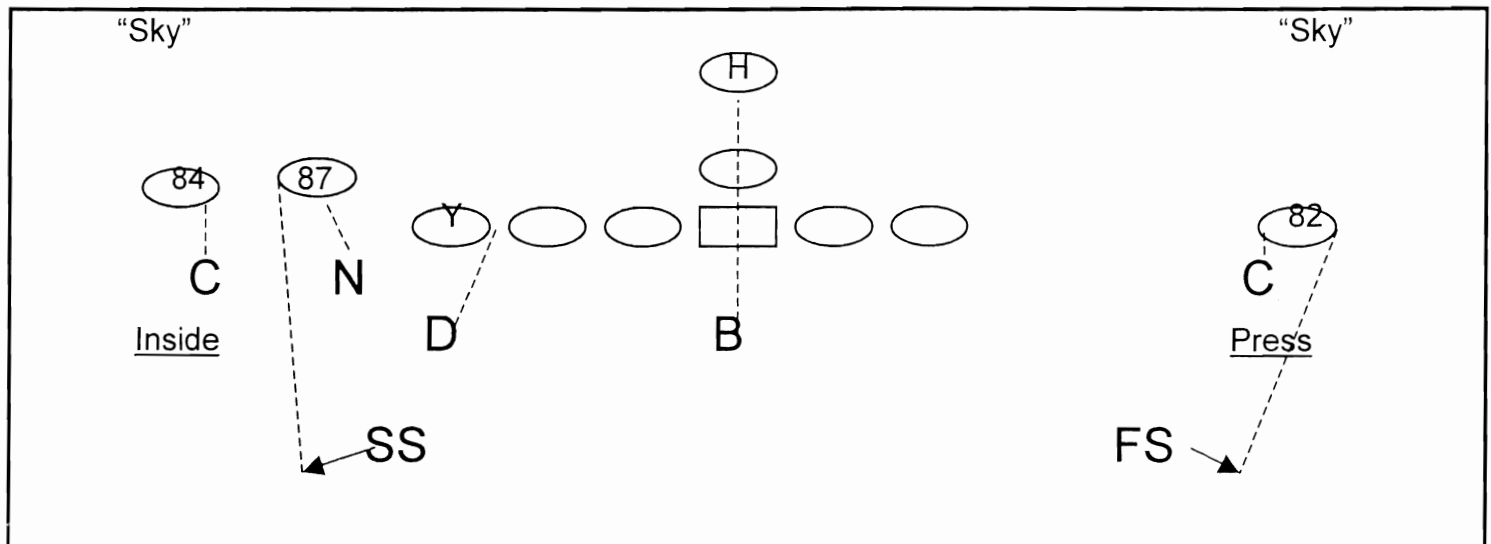
KINGS RIGHT

4 ON 2

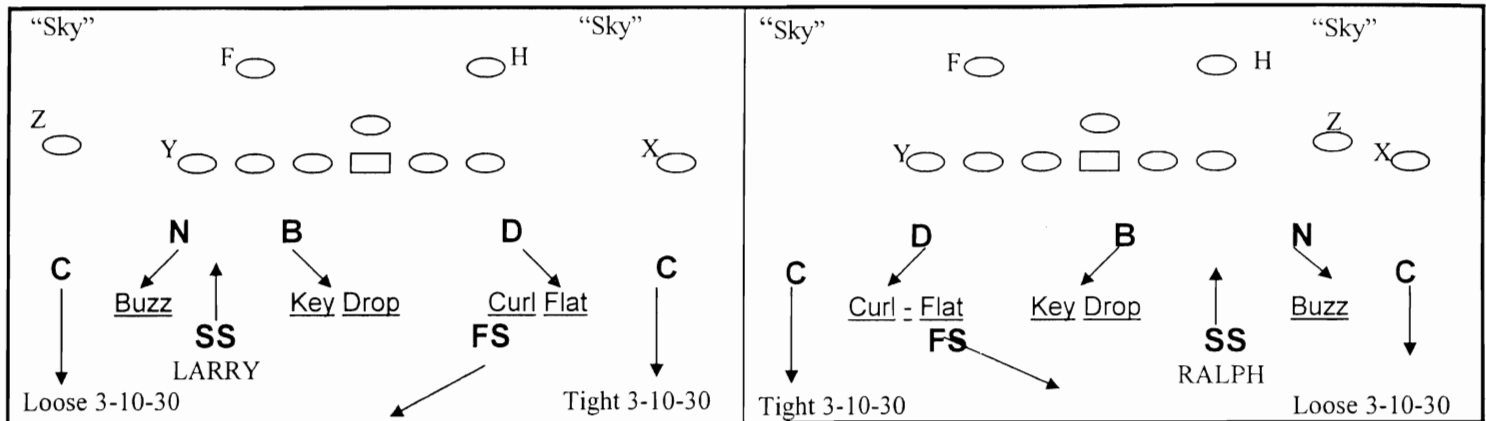


KINGS TRIPS LEFT

SHORT AND LONG



58 INSIDE STRONG



Position	Alignment	Key	Run Responsibility	Pass Responsibility
Backer	Align On The Back To The Strong Side	<ul style="list-style-type: none"> Through Lineman To Back 	Depends On Front Call	Hook - Curl - Away From Ralph Larry Call
Nickel	Align To The Strong Side Of The Formation 4x4 Yards Vs. TE Outside 4 Yards Vs. WR	<ul style="list-style-type: none"> Through Lineman To Back To QB 	Run To: Force Run Away: Reverse	Strong Curl - Flat <ul style="list-style-type: none"> CP - Buzz Drop If You Have Ralph-Larry Call To Your Side. Normal Curl Flat If You Are Away From Call
Dime	Align Weak With Outside Leverage On #2	<ul style="list-style-type: none"> Through #2 To Backs To QB 	Run To: Force Run Away: Reverse	Weak Curl-Flat <ul style="list-style-type: none"> CP - Buzz Drop If You Have Ralph-Larry Call To Your Side. Normal Curl-Flat If You Are Away From Call
Corners	Align Right And Left In Two Deep Disguise	<ul style="list-style-type: none"> Through #2 To Backs 	Run To: Secondary Force Run Away: Arc	Deep Outside 1/3 <ul style="list-style-type: none"> CP- Know If You Have Ralph Larry Call To Your Side CP- Then Play Loose 3-10-30
Safeties	Align Strong And Weak In Two Deep Disguise	<ul style="list-style-type: none"> Through TE and Uncovered Lineman To Backs 	Run To: Either Plug Or Fill depending On Ralph - Larry Call Run Away: Backside Leverage	Make Ralph-Larry Call To The Strength Of The Formation <ul style="list-style-type: none"> Larry Call- Left Safety In Hook - Curl Ralph Call- Right Safety In Hook - Curl CP - No Tilt Then Take Call Strong

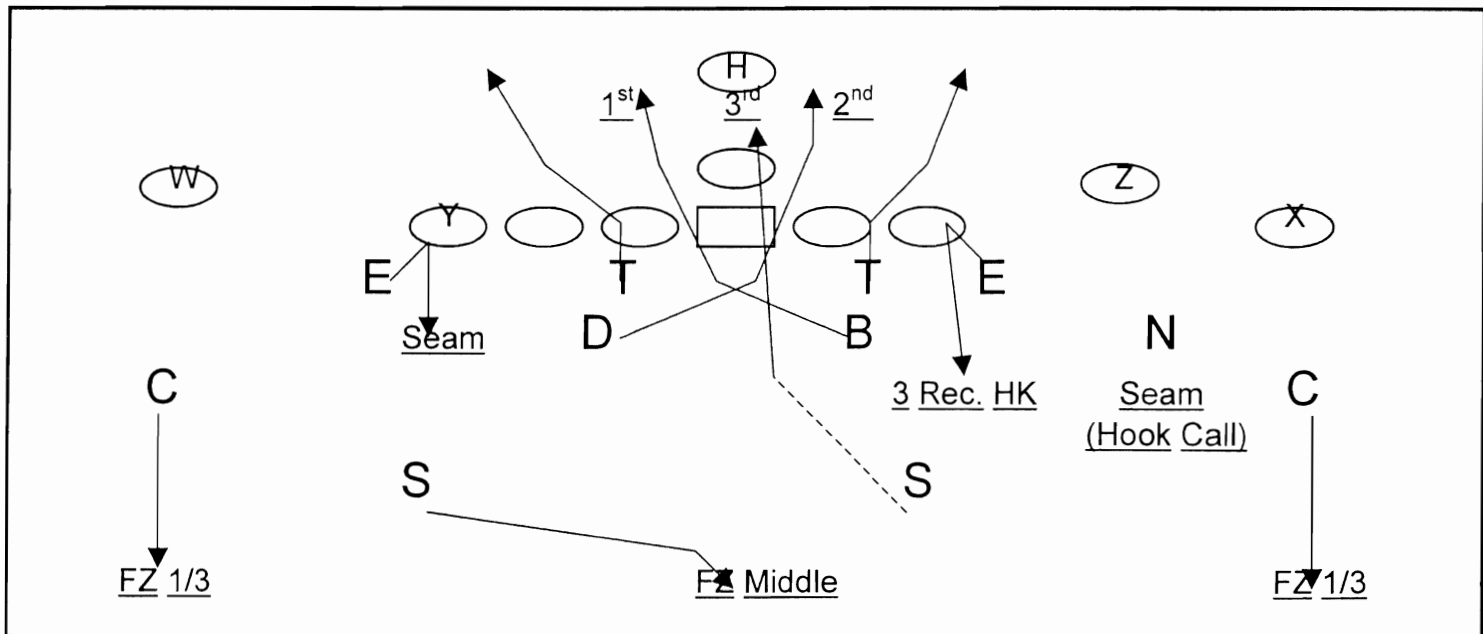
POSSIBLE SHADE CALL WITH
THIS COVERAGE

Triple Inside Fire Zone

- Closed Call To The Nickel To Alert The Ends Of Their Coverage
- Align In A 4-1 Front.
- Zone Automatic Alignments
- Tackles Jet "B" Gaps To Contain.
- Nickel Seam On #2 Strong And Run With Change Of Strength Motion. Give A "Hook/ Seam" Call To The End
- Ends Are The Droppers Take Your Coverage Off The Nickel. If You Are To The Nickel Play 3 Receiver Hook. If You Are Away From The Nickel Play Seam
- Dime And Backer. Rush The Far "A" Gaps. Backer Is First The Dime Is Second.
- Blitz Safety Align To The Backer And Blitz Behind The Dime
- Corners And Free Safety Have Fire Zone 1/3's

KINGS RIGHT

CLOSED RIGHT



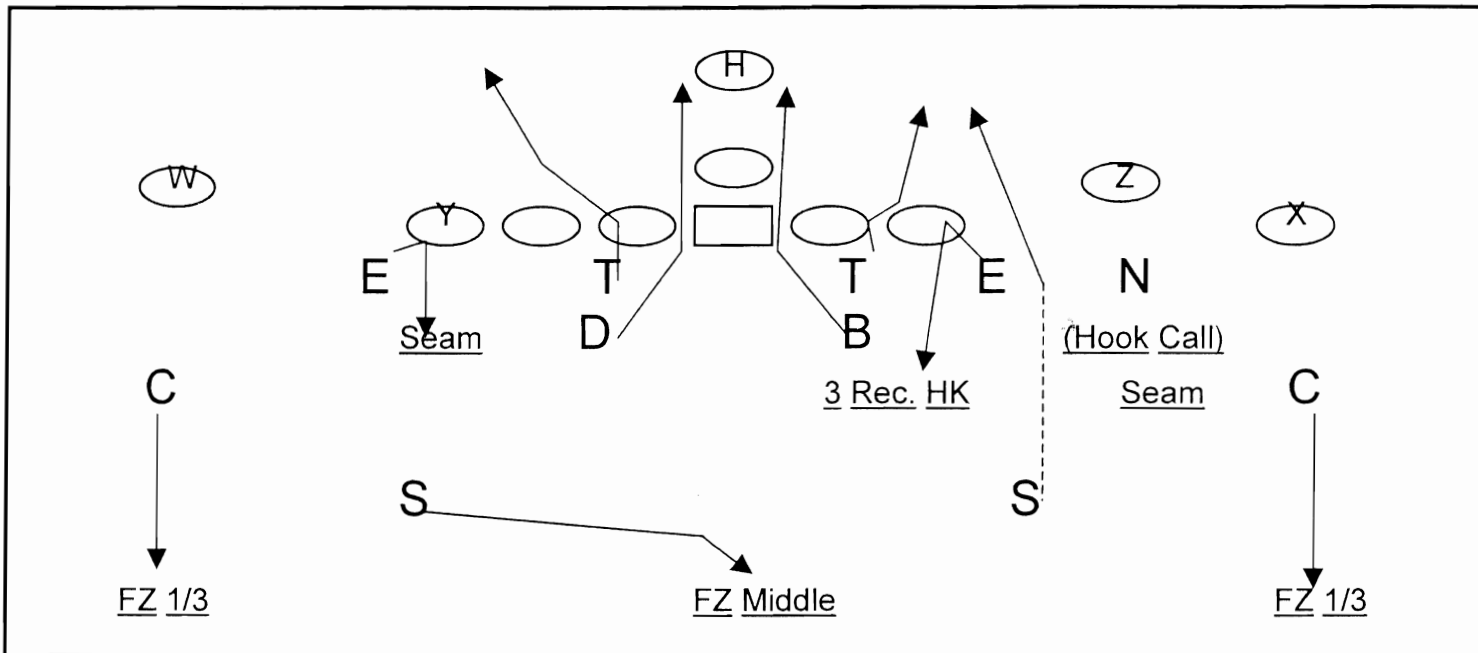
(Can Be Run With A Flop Concept. Flop End Go To The Tight End, Or Closed Vs. Queens)

Safety Gut Fire Zone

- No Call Needed To Set The Defense. Nickel Give A Call To The Ends
- Align In A 4-1 Front.
- Zone Automatic Alignments
- Tackles Engage The Guards Contain. Get The Blitzers Through..
- Nickel Align On #2 Strong And Play Seam. Run With Change Of Strength Motion. Give A "Hook/ Seam" Call To The End
- Ends Are The Droppers Take Your Coverage Off The Nickel. If You Are To The Nickel Play 3 Receiver Hook. If You Are Away From The Nickel Play Seam. Open End Get Into The Tackle And Occupy Him. Your Coverage Is Going To Be In The Backfield
- Dime And Backer. Rush The "A" Gaps.
- Open Safety Is Always The Blitzier. Closed Safety Is Always Fire Zone Middle 1/3. Vs Y Off Y Motion The Blitz Stays On. Once It Is Set Play It
- Corners Have Fire Zone 1/3's.
- Vs Queens One Back Check To All Day 54

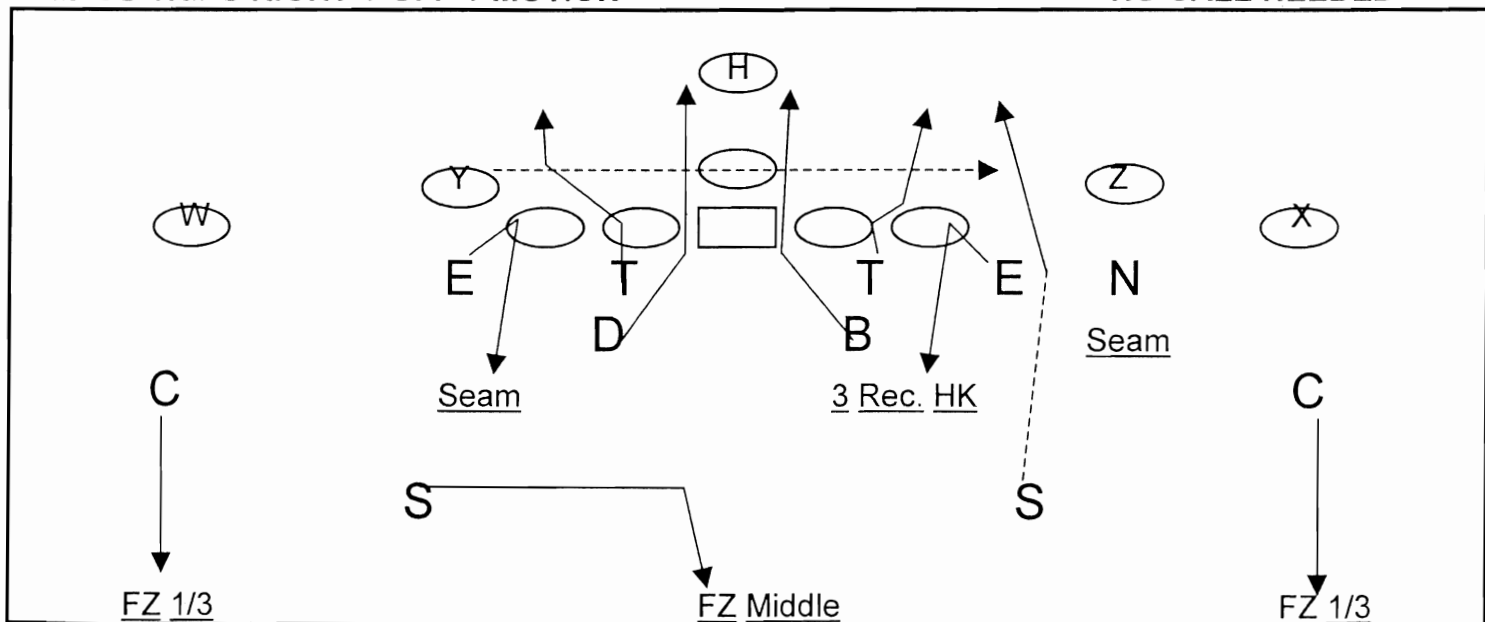
KINGS RIGHT

NO CALL NEEDED



KINGS TRIPS RIGHT Y OFF Y MOTION

NO CALL NEEDED



2002 CINCINNATI BENGALS NOTE BOOK INSTALLATION 9

Coverages	PAGE #
Zone Automatic	1
Man Pressure	PAGE #
Rover Open Hug 55	5
Fire Zones	PAGE #
Rover Offset Fire Zone	6

2002 Lottery Numbers - Top 3

15	Fumble Recoveries
22	Interceptions
37	Take Aways
52	Sacks
69%	3rd Down Defense
86 Yards	Rushing Defense
280 Yards	Total Defense
14 Points	Scoring Defense
62%	Red Zone Defense

NICKEL/ DIME ZONE AUTOMATIC

An Adjustable Zone That Plays As A 3 Deep Coverage With A Ralph - Larry Call To Tilt Versus All Sets Except Twin. Versus Any Twin Set We Will Check Quarters And Play 3 Under, 4 Deep Zone.

Corners Will Align Right And Left. Nickel/ Dime And Strong Safety/ Free Safety Will Align Strong And Weak. All Motion Will Be Bumped Across The Formation

BACKER -	Ralph - Larry - Quarters -	Weak Hook - Curl (Away From Call) - Key Drop Zone Off 3 Inside Receivers With Nickel And Dime - 3 Receiver Hook
DIME -	Ralph - Larry - Quarters -	Curl - Flat (Buzz Drop If Call Is To You) Zone Off 3 Inside Receivers With Nickel And Backer Collision #2
NICKEL -	Ralph - Larry - Quarters -	Curl - Flat (Buzz Drop If Call Is To You) Zone Off 3 Inside Receivers With Dime And Backer Collision #2
CORNERS -	Ralph - Larry - Quarters -	Deep Outside 1/3 (Loose Or Tight) Deep Outside 1/4 (No Two To One Read) (Align Inside)
SAFETIES -	Ralph - Larry - Quarters -	Strong - Hook - Curl (To Call) Weak - Deep Middle 1/3 (Away From Call) Deep Inside 1/4 (Post - Curl)

Vs 2x2 Sets Play 54 (Quarters) vs. Any Trips Play 58 Inside Strong (Ralph/ Larry)

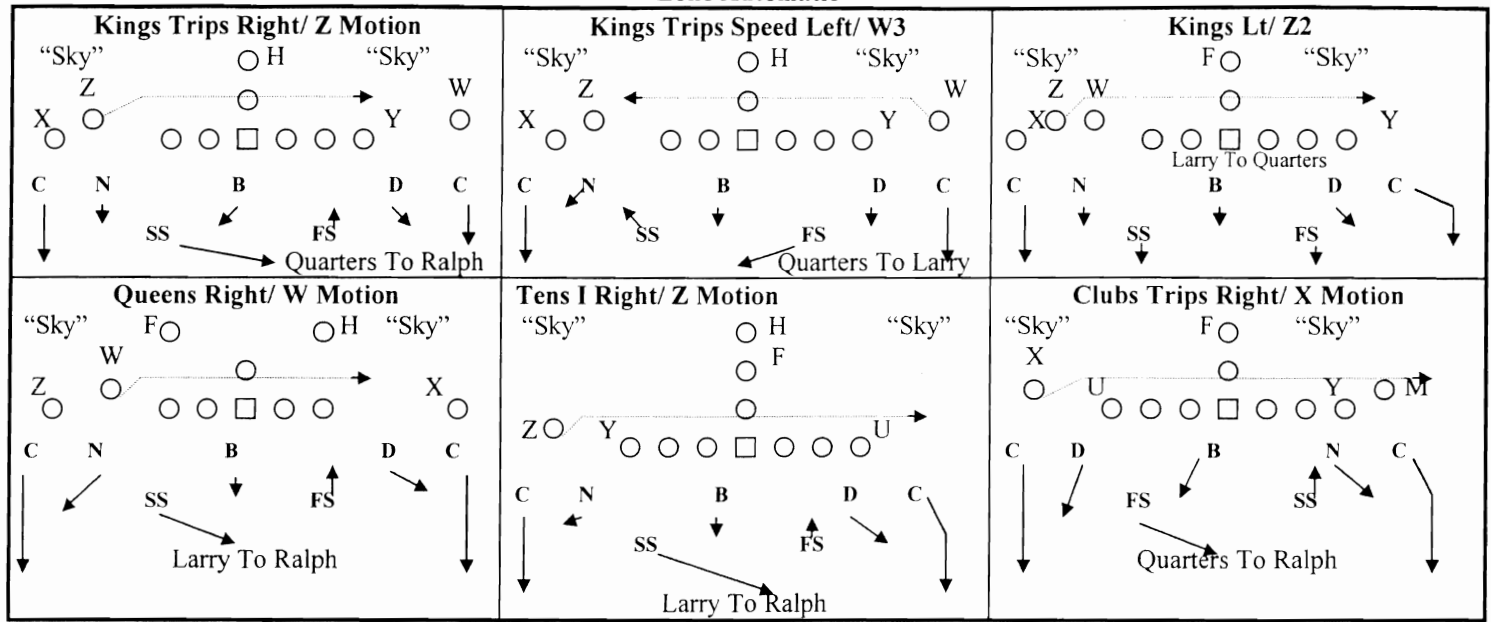
NICKEL/ DIME ZONE AUTOMATIC

<p>Split Left</p> <p>“Sky” F O H “Sky”</p> <p>Z O Y O O O □ O O X O</p> <p>C N B D C</p> <p>↓ ↓ SS ↓ FS ↓</p> <p>Larry</p>	<p>Twin Left</p> <p>“Sky” F O “Sky”</p> <p>Z O Y O O O □ O O H X O</p> <p>C N B D C</p> <p>↓ ↓ SS ↓ FS ↓</p> <p>Quarters</p>	<p>Trips Left</p> <p>“Sky” O H “Sky”</p> <p>Z F O Y O O □ O O X O</p> <p>C N B D C</p> <p>↓ ↓ SS ↓ FS ↓</p> <p>Larry</p>
<p>Near Slot Left</p> <p>“Sky” H O F O “Sky”</p> <p>X O Z O O O □ O O Y</p> <p>C N B D C</p> <p>↓ ↓ SS ↓ FS ↓</p> <p>Larry</p>	<p>Twin Slot Left</p> <p>“Sky” O H “Sky”</p> <p>X O Z O O O □ O O Y O F</p> <p>C N B D C</p> <p>↓ ↓ SS ↓ FS ↓</p> <p>Quarters</p>	<p>Trips Slot Left</p> <p>“Sky” F O “Sky”</p> <p>X O Z H O O □ O O Y</p> <p>C N B D C</p> <p>↓ ↓ SS ↓ FS ↓</p> <p>Larry</p>
<p>Twin Left/ H - Crack</p> <p>“Sky” F O “Sky”</p> <p>Z O Y O O O □ O O H X O</p> <p>C N B D C</p> <p>↓ ↓ SS ↓ FS ↓</p> <p>Quarters</p>	<p>Twin Left/ H Wide</p> <p>“Sky” F O “Sky”</p> <p>Z O Y O O O □ O O X O H</p> <p>C N B D C</p> <p>↓ ↓ SS ↓ FS ↓</p> <p>Quarters</p>	<p>Twin Slot Left/ H Wide</p> <p>“Sky” F O “Sky”</p> <p>X O Z O O O □ O O Y H</p> <p>C N B D C</p> <p>↓ ↓ SS ↓ FS ↓</p> <p>Quarters</p>
<p>Trips Left/ H Crack</p> <p>“Sky” O F “Sky”</p> <p>Z H O Y O O □ O O X O</p> <p>C N B D C</p> <p>↓ ↓ SS ↓ FS ↓</p> <p>Larry</p>	<p>Trips Left/ H Wide</p> <p>“Sky” O F “Sky”</p> <p>H Z O Y O O □ O O X O</p> <p>C N B D C</p> <p>↓ ↓ SS ↓ FS ↓</p> <p>Larry</p>	<p>Trips Slot Left/ H Wide Weak</p> <p>“Sky” O F “Sky”</p> <p>X Z O Y O O □ O O H O</p> <p>C N B D C</p> <p>↓ ↓ SS ↓ FS ↓</p> <p>Larry</p>
<p>Ace Left</p> <p>“Sky” O F “Sky”</p> <p>Z O Y O O O □ O O U X O</p> <p>C N B D C</p> <p>↓ ↓ SS ↓ FS ↓</p> <p>Quarters</p>	<p>Ace Trips Slot Left/ U - Wide</p> <p>“Sky” O F “Sky”</p> <p>X Z O U O O O O □ O O Y</p> <p>C N B D C</p> <p>↓ ↓ SS ↓ FS ↓</p> <p>Larry</p>	<p>Ace Trips Slot Left</p> <p>“Sky” O H “Sky”</p> <p>X Z O Y O O □ O O U</p> <p>C N B D C</p> <p>↓ ↓ SS ↓ FS ↓</p> <p>Larry</p>
<p>Kings Left</p> <p>“Sky” O F “Sky”</p> <p>X Z O O O □ O O Y W O</p> <p>C N B D C</p> <p>↓ ↓ SS ↓ FS ↓</p> <p>Quarters</p>	<p>Kings Trips Left</p> <p>“Sky” O F “Sky”</p> <p>X Z O Y O O □ O O W O</p> <p>C N B D C</p> <p>↓ ↓ SS ↓ FS ↓</p> <p>Larry</p>	<p>Kings Trips Speed Left</p> <p>“Sky” O H “Sky”</p> <p>X Z W O O □ O O Y</p> <p>C N B D C</p> <p>↓ ↓ SS ↓ FS ↓</p> <p>Larry</p>

NICKEL/ DIME ZONE AUTOMATIC

<p>Queens Left</p> <p>"Sky" F H "Sky"</p> <p>Z W O O O O X O</p> <p>C N B D C</p> <p>SS Larry FS</p>	<p>I Left/ Y - Trey</p> <p>"Sky" H "Sky"</p> <p>F Y</p> <p>Z O X O</p> <p>C N B D C</p> <p>SS Larry FS</p>	<p>Twin Slot Left/ H - Wide/ Z - Deuce</p> <p>"Sky" Z O F "Sky" H</p> <p>O O O O O Y O</p> <p>C N B D C</p> <p>SS Quarters FS</p>
<p>Split Slot Rt./ Z Motion</p> <p>"Sky" F O H "Sky"</p> <p>Z O Y O O O O X O</p> <p>C N B D C</p> <p>SS Larry To Ralph FS</p>	<p>Trips Lt/ H3</p> <p>"Sky" F O "Sky"</p> <p>Z O Y O O O O H X O</p> <p>C N B D C</p> <p>SS Quarters To Larry FS</p>	<p>Twins Lt/ F2</p> <p>"Sky" H "Sky"</p> <p>Z F Y O O O O X O</p> <p>Larry To Quarters</p> <p>C N B D C</p> <p>SS FS</p>
<p>Split Rt./ Z Motion</p> <p>"Sky" H F "Sky"</p> <p>X Z O O O O O Y</p> <p>C N B D C</p> <p>SS Larry To Ralph FS</p>	<p>Twin Slot Left/ H2</p> <p>"Sky" H O F "Sky"</p> <p>Z O X O O O O Y</p> <p>Larry To Quarters</p> <p>C N B D C</p> <p>SS FS</p>	<p>Trips Slot Left/ F3</p> <p>"Sky" H O F O "Sky"</p> <p>Z X O O O O O Y</p> <p>C N B D C</p> <p>SS Larry FS</p>
<p>I Right/ Y Off/ Y Motion</p> <p>"Sky" H F "Sky"</p> <p>Y Y O O O O O X O</p> <p>C N B D C</p> <p>SS Larry To Ralph FS</p>	<p>Trips Right/ Y Off/ Y3</p> <p>"Sky" F "Sky"</p> <p>Y O X H O</p> <p>Quarters To Ralph</p> <p>C N B D C</p> <p>SS FS</p>	<p>Twin Slot Right/ Z Motion</p> <p>"Sky" F O "Sky"</p> <p>H O Z O Y O O O O X O</p> <p>Larry To Quarters</p> <p>C N B D C</p> <p>SS FS</p>
<p>Ace Trips Slot Right/ Z Motion</p> <p>"Sky" F O "Sky"</p> <p>Z O Y O O O O U X</p> <p>C N B D C</p> <p>SS Quarters To Ralph FS</p>	<p>Ace Trips Slot Left/ X3</p> <p>"Sky" H "Sky"</p> <p>Z O Y O O O O U X</p> <p>C N B D C</p> <p>SS Quarters To Larry FS</p>	<p>Ace Right/ X Motion</p> <p>"Sky" F O "Sky"</p> <p>X Z O Y O O O O H</p> <p>C N B D C</p> <p>SS Larry To Quarters FS</p>
<p>Ace Trips Right/ Z Motion</p> <p>"Sky" H "Sky"</p> <p>Z O U X O O O O Y O</p> <p>C N B D C</p> <p>SS Quarters To Ralph FS</p>	<p>Ace Trips Left/ U Wide/ Z Motion</p> <p>"Sky" H "Sky"</p> <p>U O Y O O O O Z X</p> <p>C D B N C</p> <p>FS SS Quarters To Larry</p>	<p>Ace Trips Right/ Y Off/ Y Motion</p> <p>"Sky" H "Sky"</p> <p>Z O Y O O O O U X O</p> <p>C N B D C</p> <p>SS Quarters To Ralph FS</p>

Zone Automatic

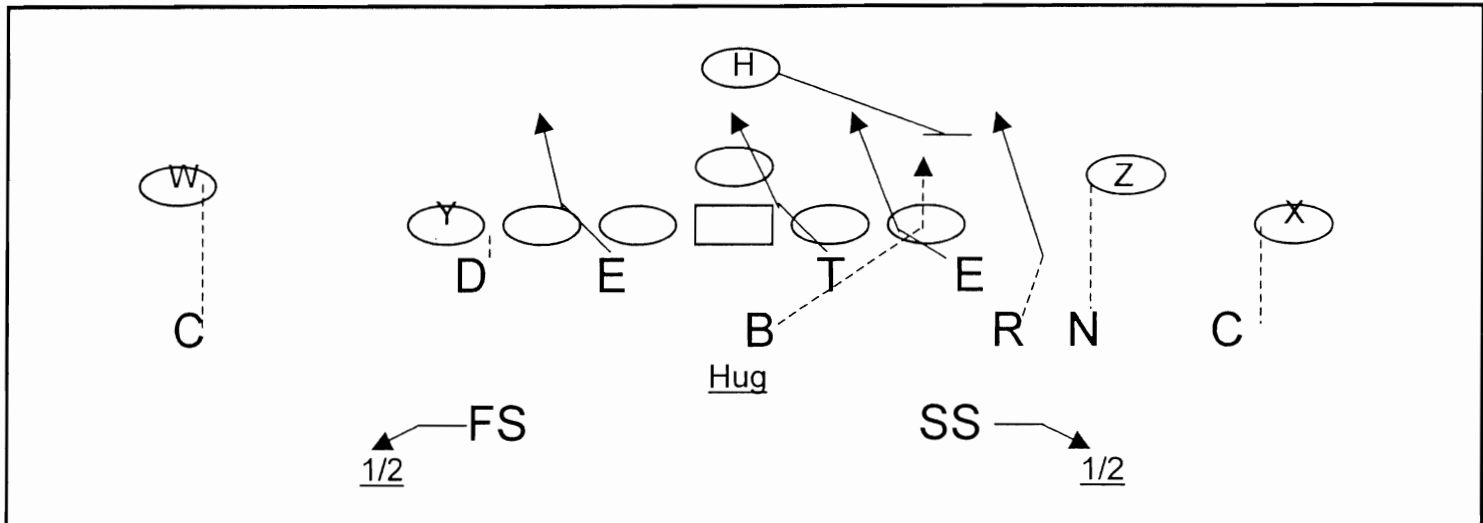


Rover Open Hug 55

- Man Alignment Rules – Closed Call To The Open Side
- Line Show 3-2 Look, Side To The Call And Jet Away. End To The Closed Call Has A Two Way Go On The Tackle
- Dime Take Normal Coverage Rules (For This Defense Treat Kings Y Deep As Queens, Cover The Strong Back)
- Rover Player Go Open And Blitz Off The Edge (For This Defense Treat Kings Y Deep As Queens)
- Backer Sugar Closed And Hug The Back
- Nickel, Corner's And Safeties Play 55
- Vs Flush People The Dime Player Will Cover The Fourth Wide.
- CP- Rover Player Hold The Disguise As Long As Possible

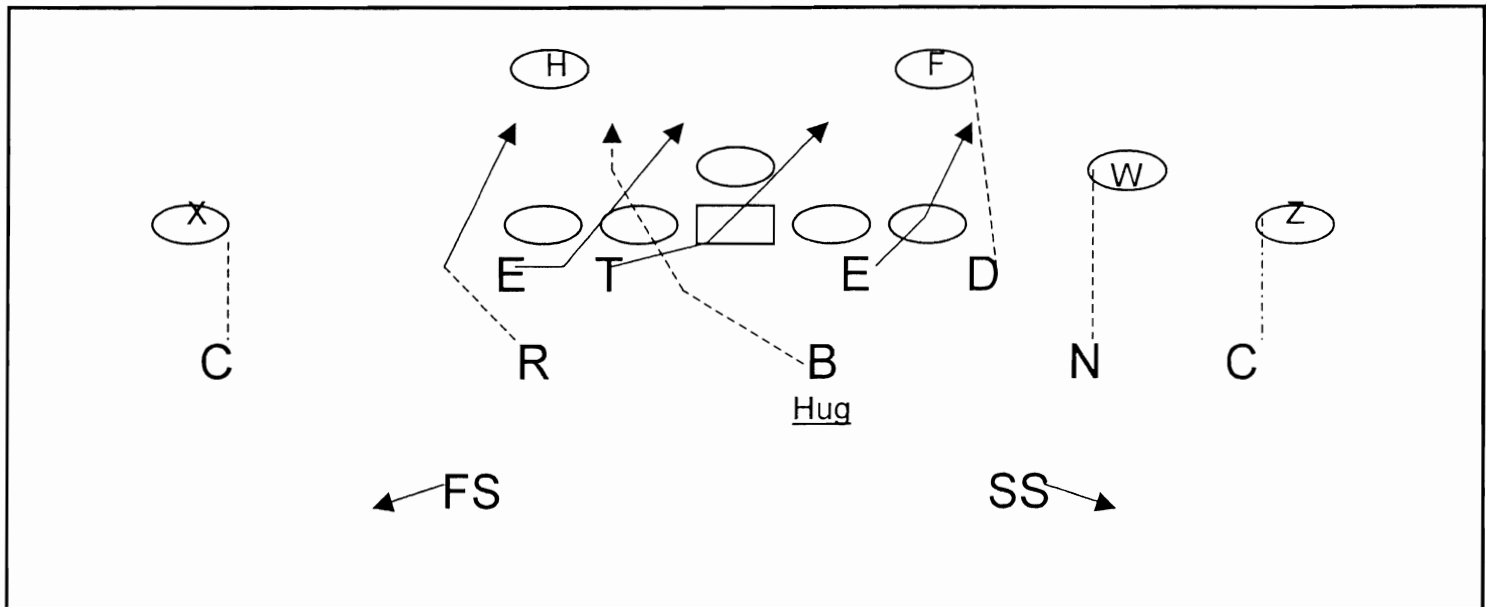
KINGS RIGHT

CLOSED RIGHT



QUEENS

CLOSED LEFT

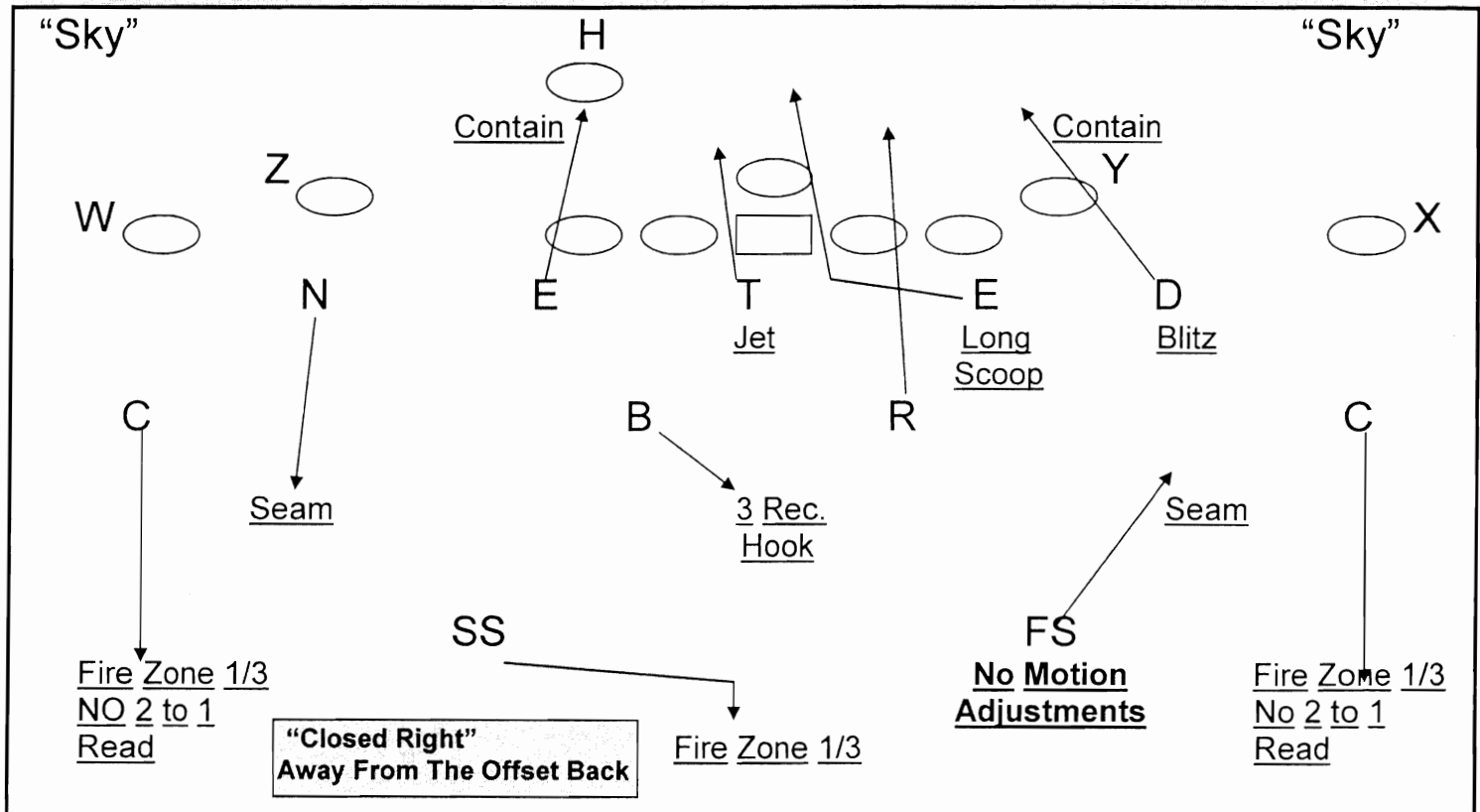


Rover Offset Fire Zone

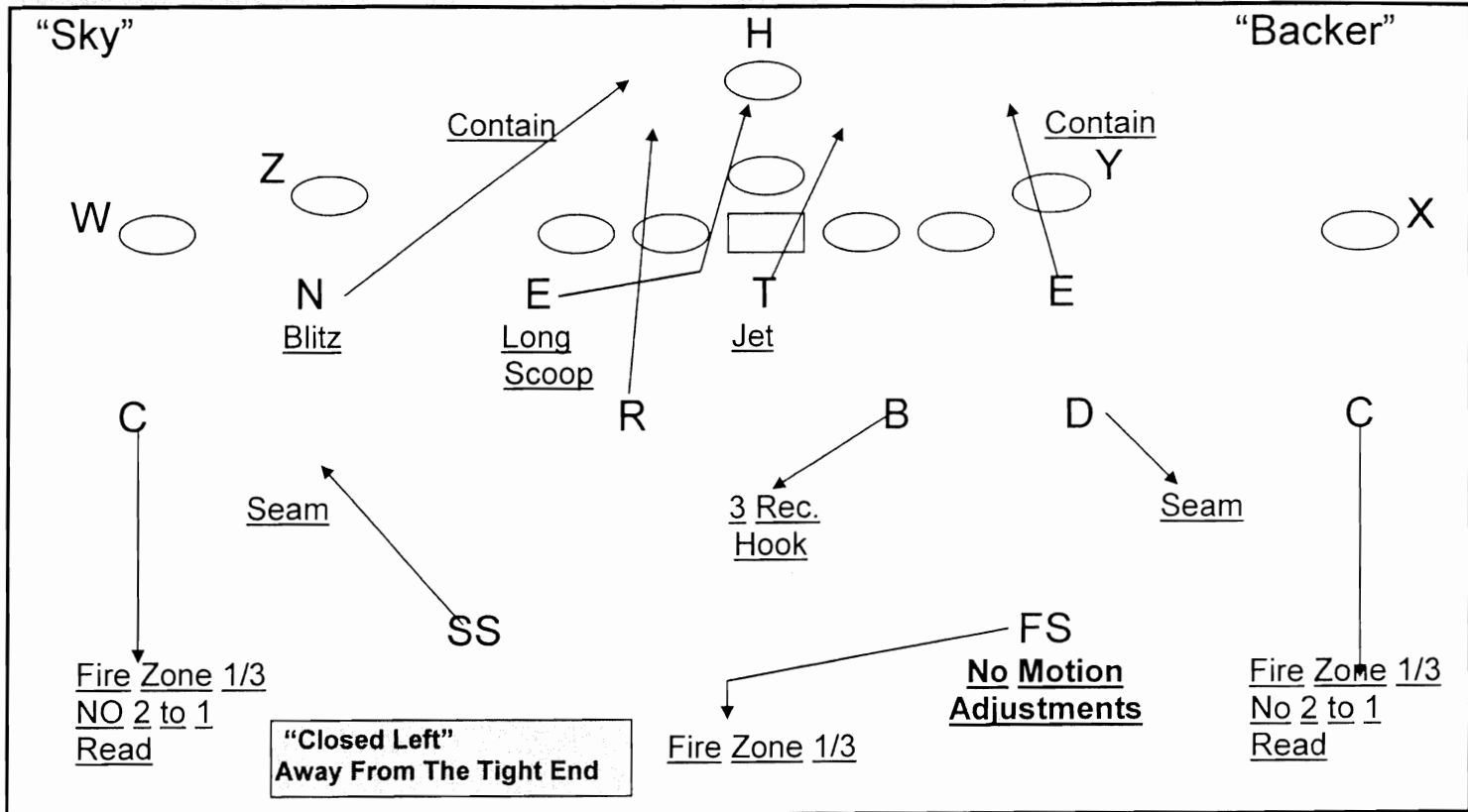
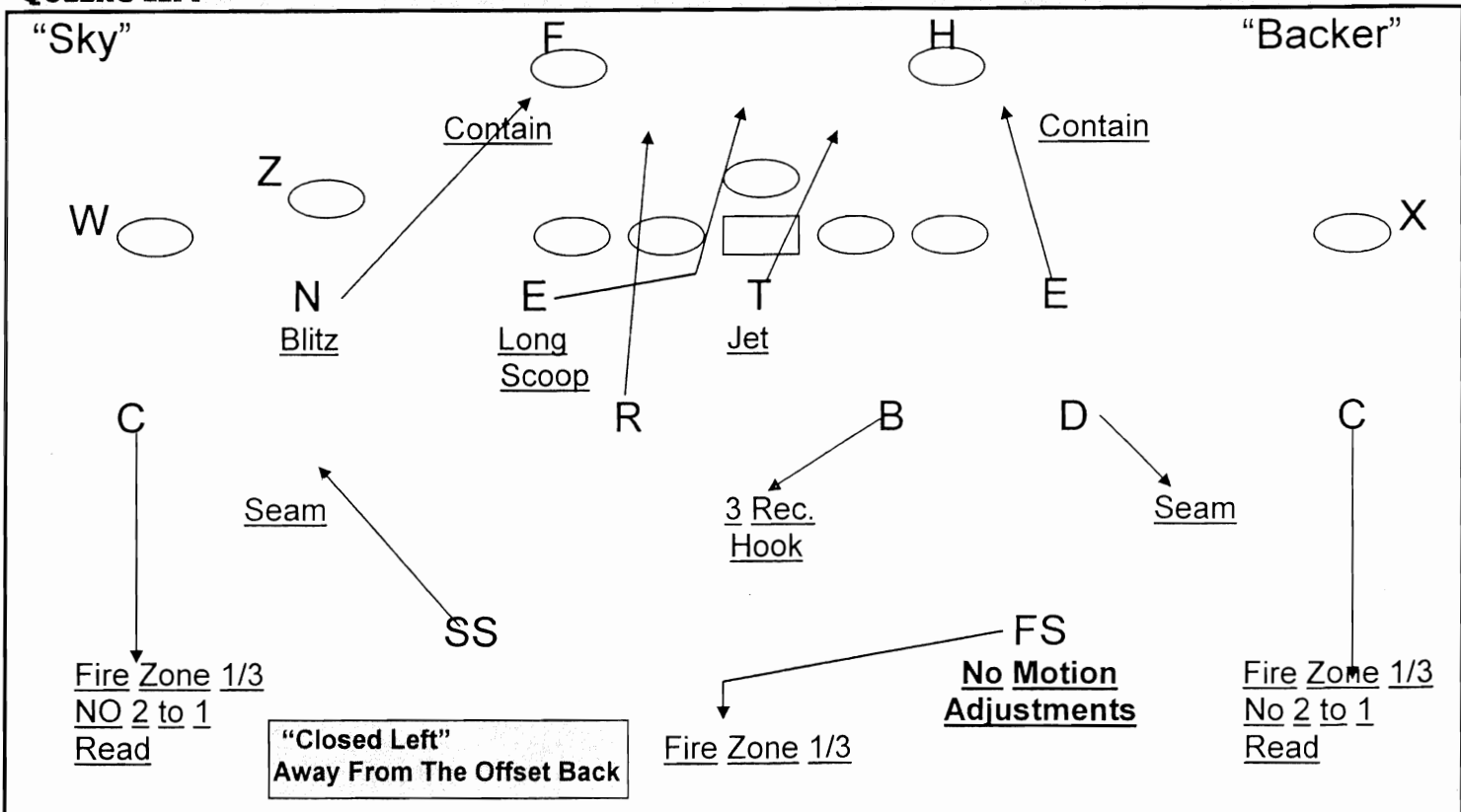
- Closed Away From The Offset Back. Closed To The Away From The TE (Open Side) Verse Neutral Back
- Tackle Jet The "A" Gap Away From The Closed Call
- End To The Call Long Scoop
- End Away From The Call Contain Rush
- Nickel & Dime If You Are To The Closed Call Blitz, If You Are Away From The Closed Call Play Seam
- Rover Blitz The B Gap To The Closed Call
- Backer Align Away From The Closed Call And Play 3 Receiver Hook.
- Secondary Invert To The Closed Call And Play Fire Zone Coverage.
- Blackboard Coverage Once The Defense Is Set. No Motion Adjustments

KINGS FAR LEFT (Y - OFF)

CLOSED RIGHT



Rover Offset Fire Zone

KINGS LEFT (Y - OFF)**CLOSED LEFT****QUEENS LEFT****CLOSED LEFT**

2002 CINCINNATI BENGALS NOTE BOOK INSTALLATION 10

Coverages	PAGE #
Rover 2 Ace Or 4 Ace	1
Bulldog 55	2
Bulldog 54	3
Outpost	4

Man Pressure	PAGE #
Dime Open Fire 1	5
Nail 1	6

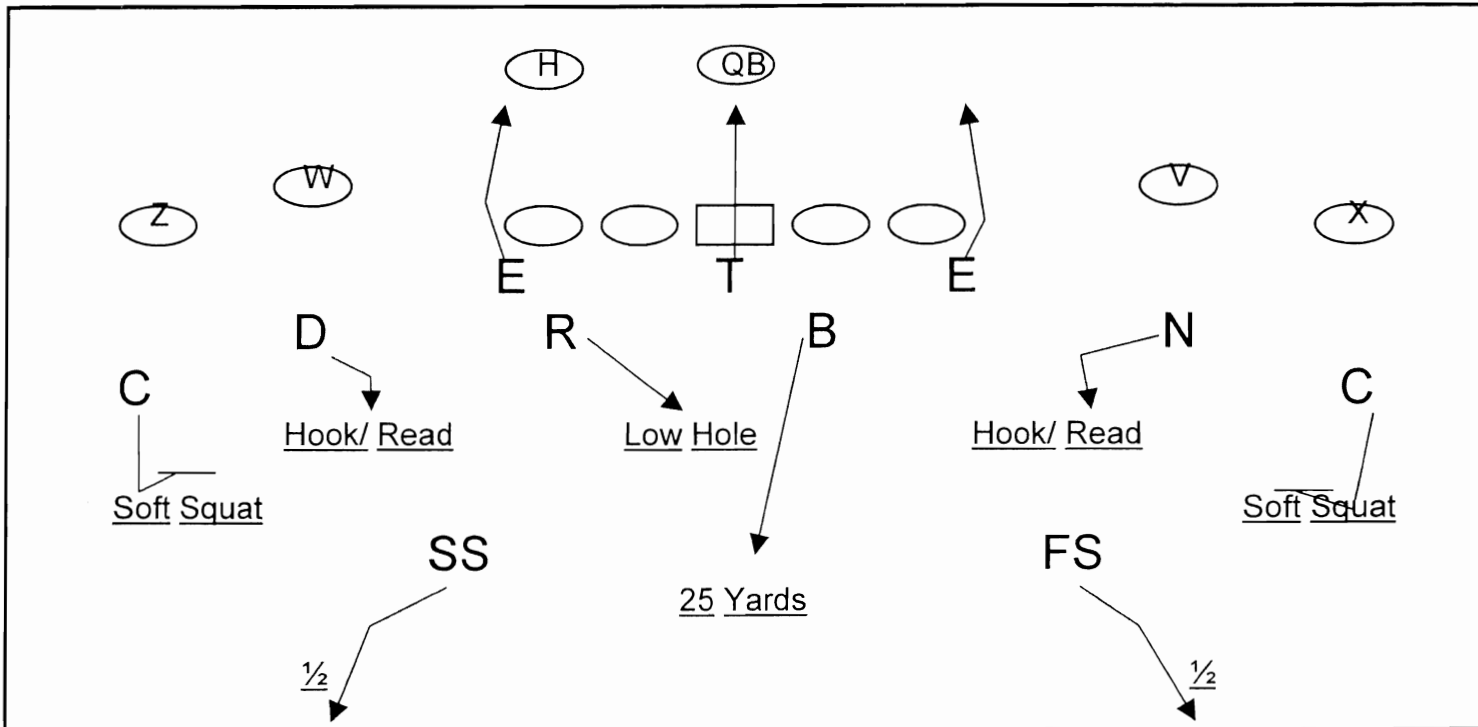
2002 Lottery Numbers - Top 3

15	Fumble Recoveries
22	Interceptions
37	Take Aways
52	Sacks
69%	3rd Down Defense
86 Yards	Rushing Defense
280 Yards	Total Defense
14 Points	Scoring Defense
62%	Red Zone Defense

Rover 2 Ace

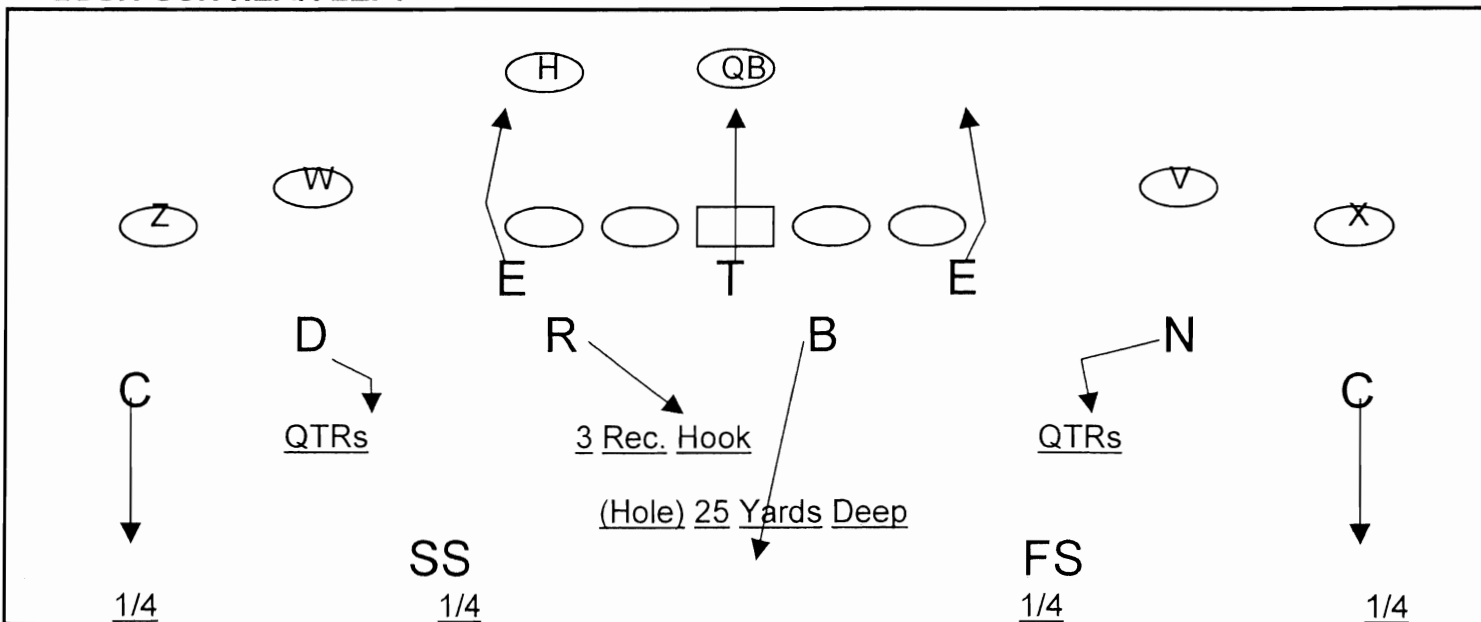
- Rover Alignment. 3 Man Pass Rush
- Nickel And Dime Are Hook Read Players. Drop On The Depth Of The Quarterback. Read His Direction And Delivery
- Backer Play The Deepest Of 2 & 3. Get To A Depth Of 25 yards. (Favor Speed) Work The Inside Edge Of The Hash
- Rover You Are A Low Hole Player. Drop 5 To 7 Yards Over The Ball. Collision Crossers Match The Check Down
- Corners Play Soft Because Of Down And Distance Situations
- Safeties Play Normal Cover 2. You Can Get A little Wider Because Of The Hole Player

FLUSH GUN NEAR LEFT



Rover 4 ACE

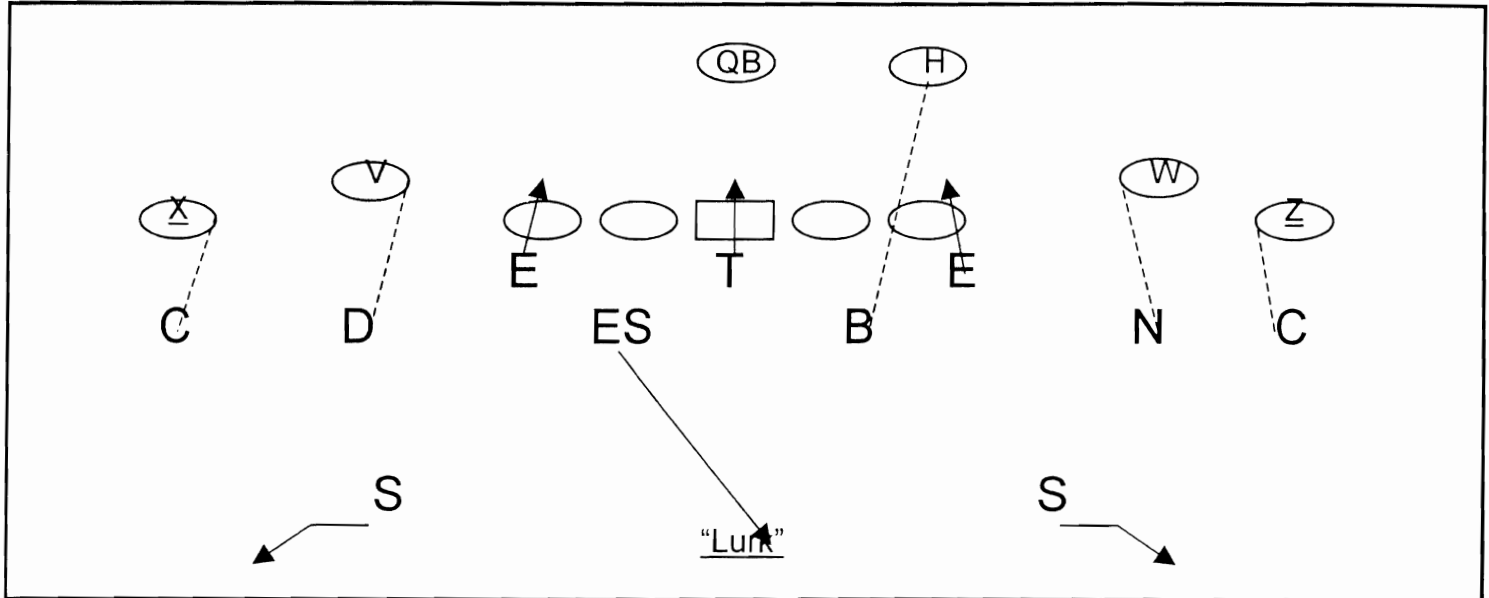
FLUSH GUN NEAR LEFT



Dime Bulldog 55

- Extra Safety Take The Rover Spot and Drop 16 to 20 Yards Deep. (Or By Down And Distance)
- Everyone Else In The Secondary Play 55 (Safeties Can Get Wider)

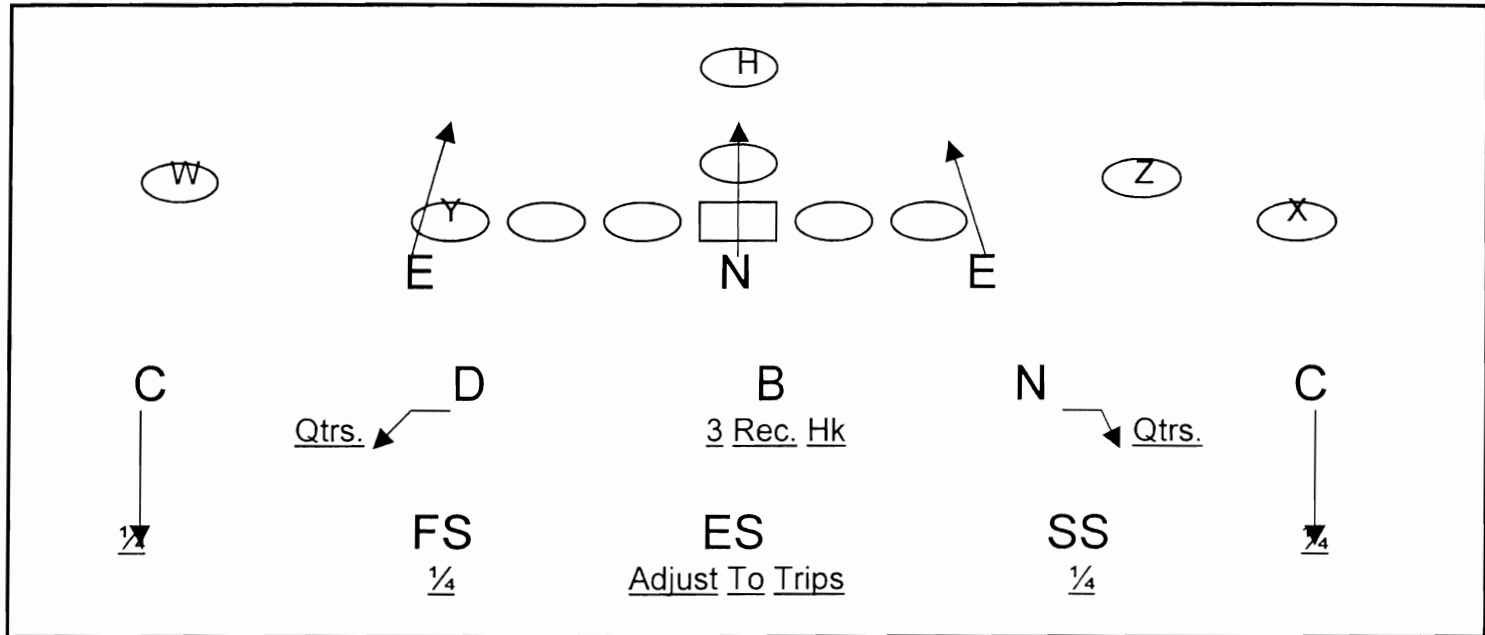
FLUSH GUN NEAR RIGHT



Bulldog 54

- This Is Another Call We Can Get Into Out Of Our Bulldog Package. (3 Under, Five Deep)

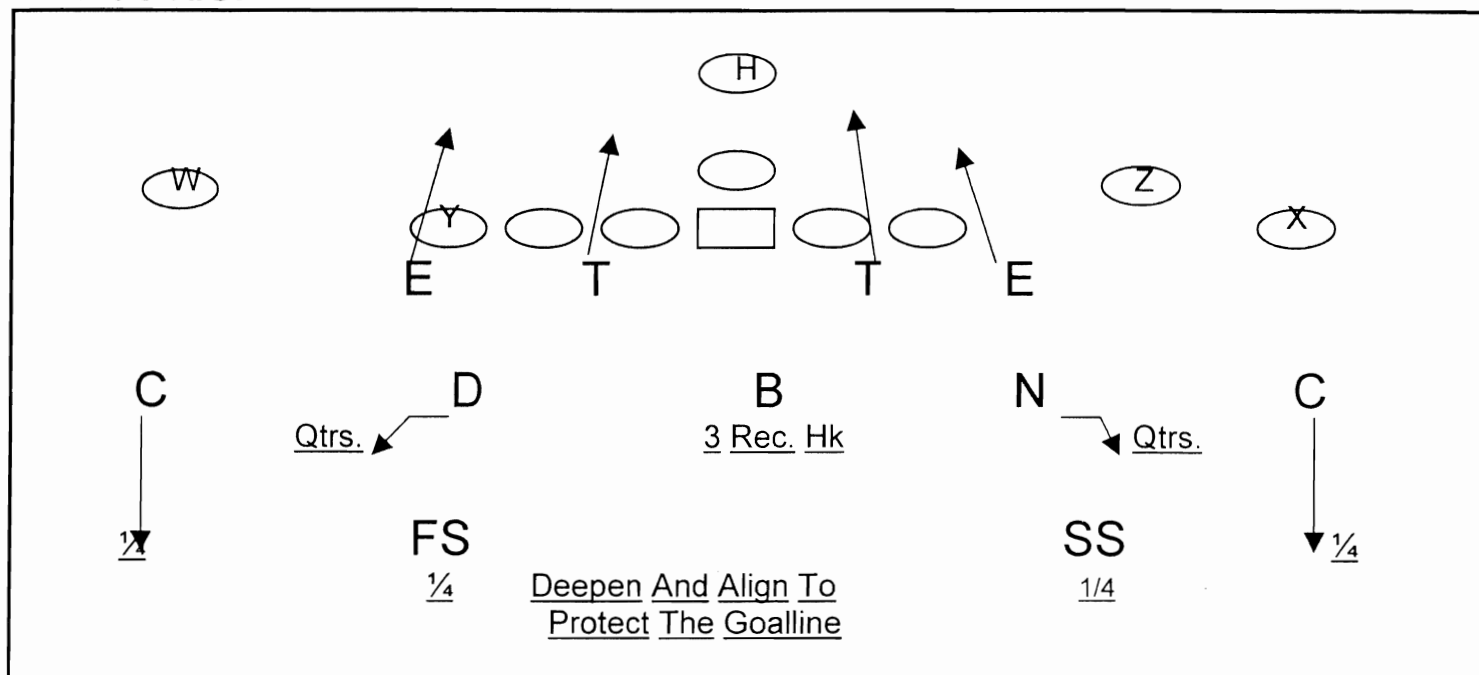
KINGS RIGHT



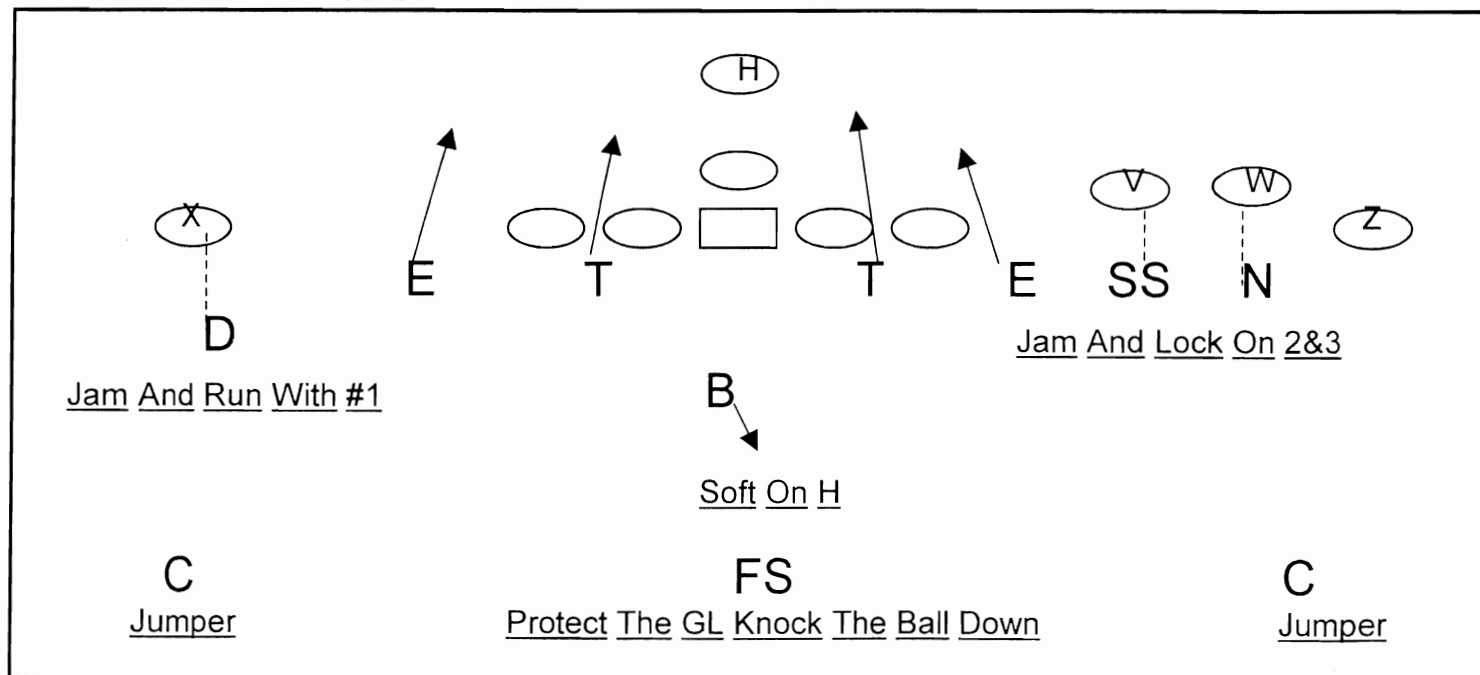
Outpost

- This Is A Call We Will Use On The Last Play Of The Half Or Of The Game - Victory Defense
- Plays Like Cover 4 Vs 2x2 Sets
- Plays Like Cover 3 (Man) Vs 3x1 Sets

KINGS RIGHT



FLUSH TRIPS RIGHT

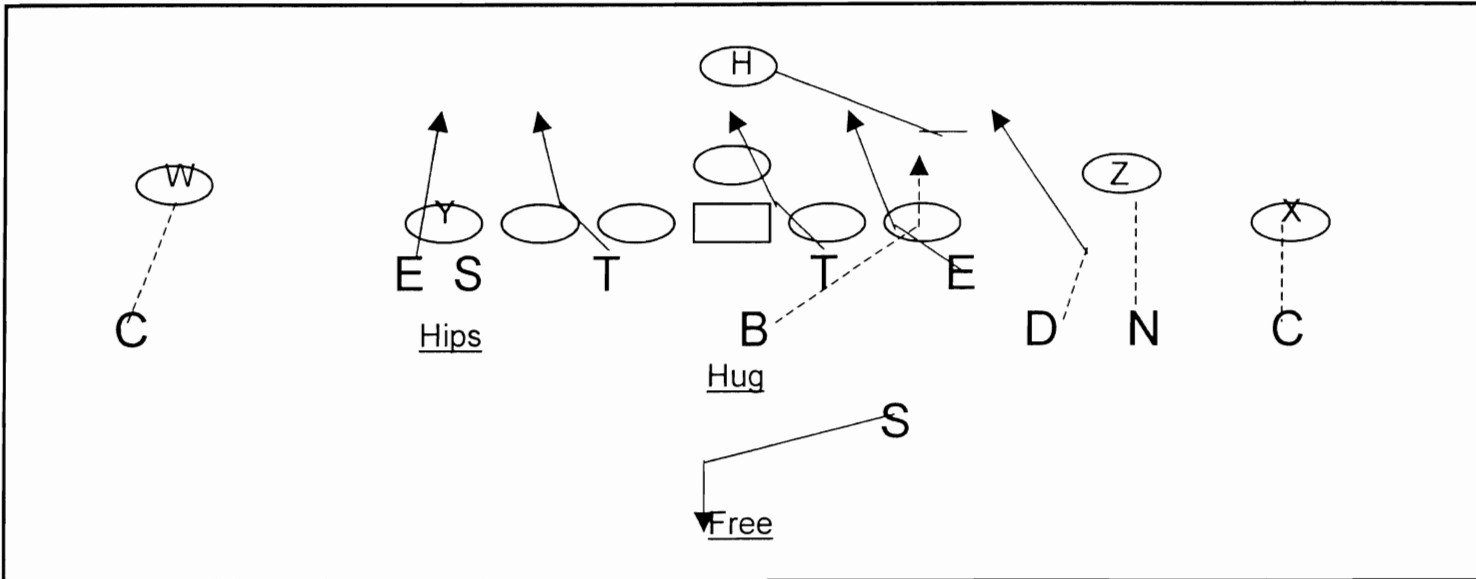


Dime Open Fire 1

- Man Alignment Rules – Closed Call To The Dime
- Safety Take The Dime's Coverage Get Up And Press The Guy (Hips)
- Dime Go Open And Blitz Off The Edge (Like Dime Sting 8)
- Backer Sugar Closed And Hug The Back
- Line Jet Away From The Closed Call
- Nickel And Corner's Match The Wide Outs
- Free Safety In Center Field
- Vs Flush People The Safety Will Enter the Blitz And the Dime Player Will Cover The Fourth Wide

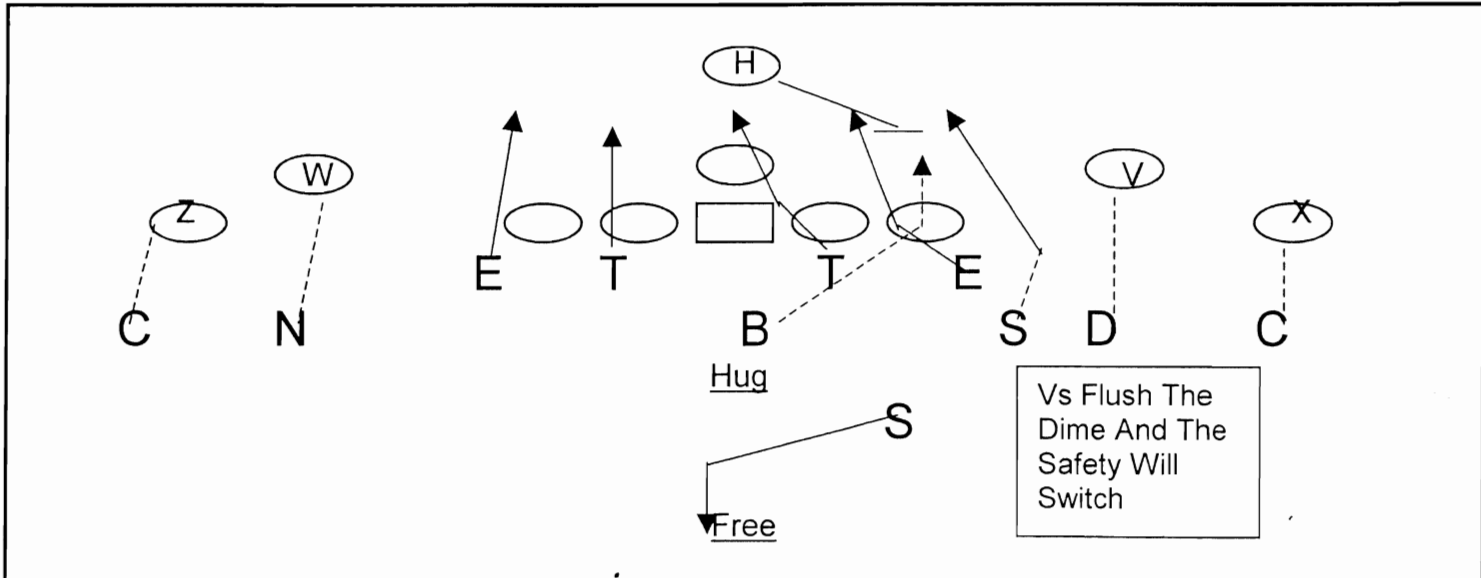
KINGS RIGHT

CLOSED RIGHT



FLUSH RIGHT

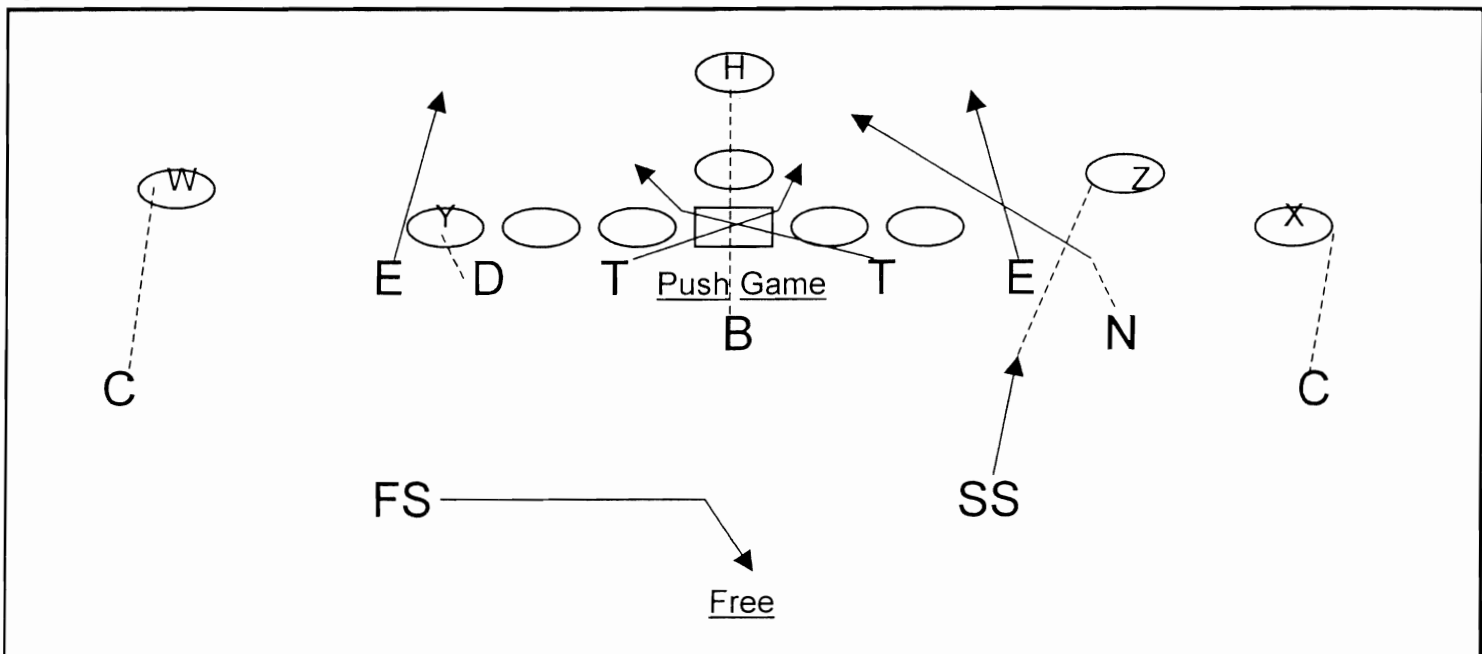
CLOSED RIGHT



Nickel/Dime Nail 1

- Man Alignment Rules
- No Call Needed
- Backer Cover The Back, Dime Cover The Tight End
- Ends Contain Rush
- Tackles Run A Push Game
- Man Coverage In The Secondary
- Nickel Player Align On #2 Strong And Blitz Under The End To Your Side. If Z Goes In Motion Run With Him And Blitz From The Side He Ends Up On.
- Safety To the Side Of The Nickel Will Take His Coverage. The Safety Away From The Nickel Will Be In Center Field

KINGS RIGHT



KINGS TRIPS LEFT Z MOTION

